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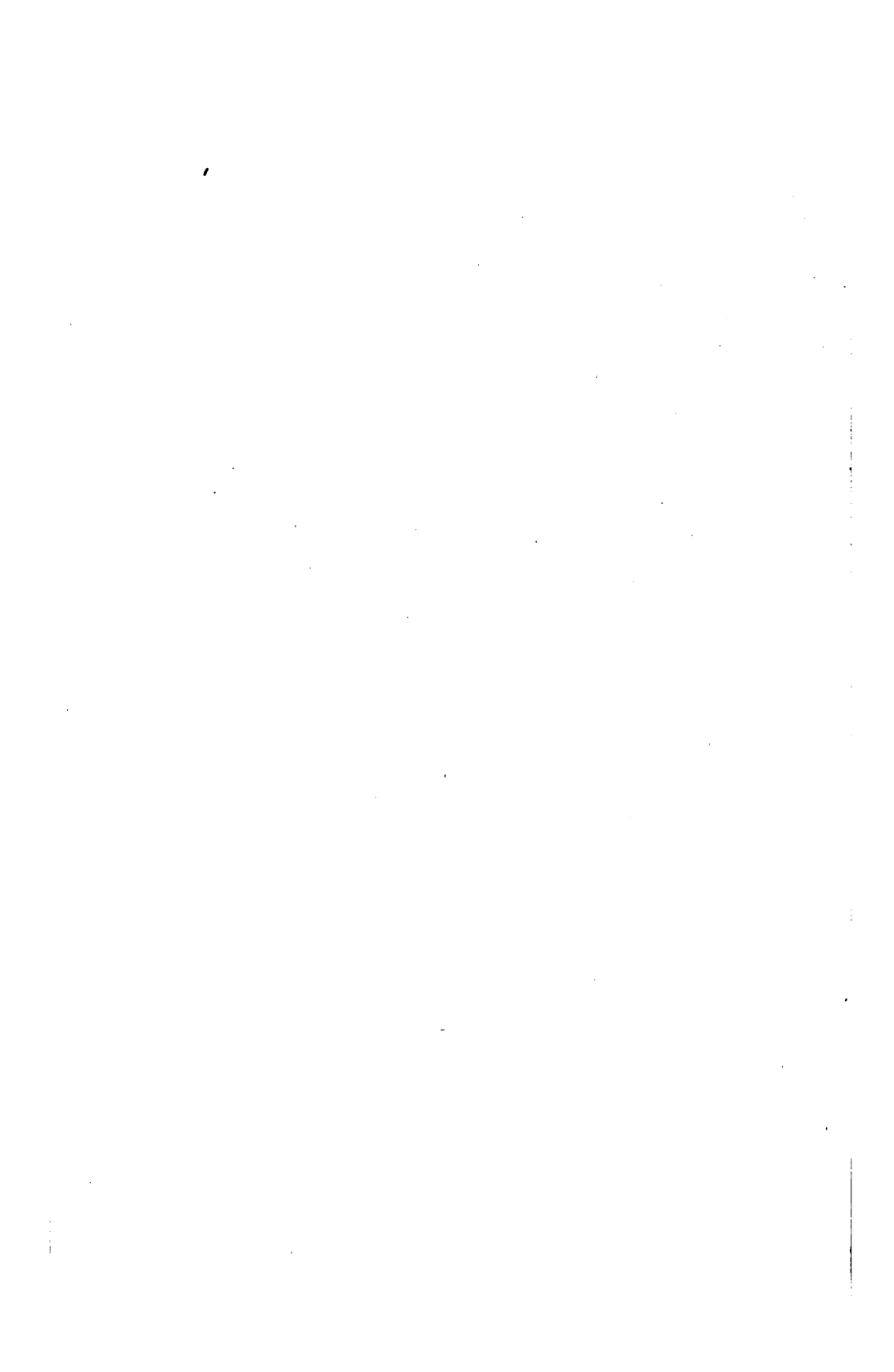
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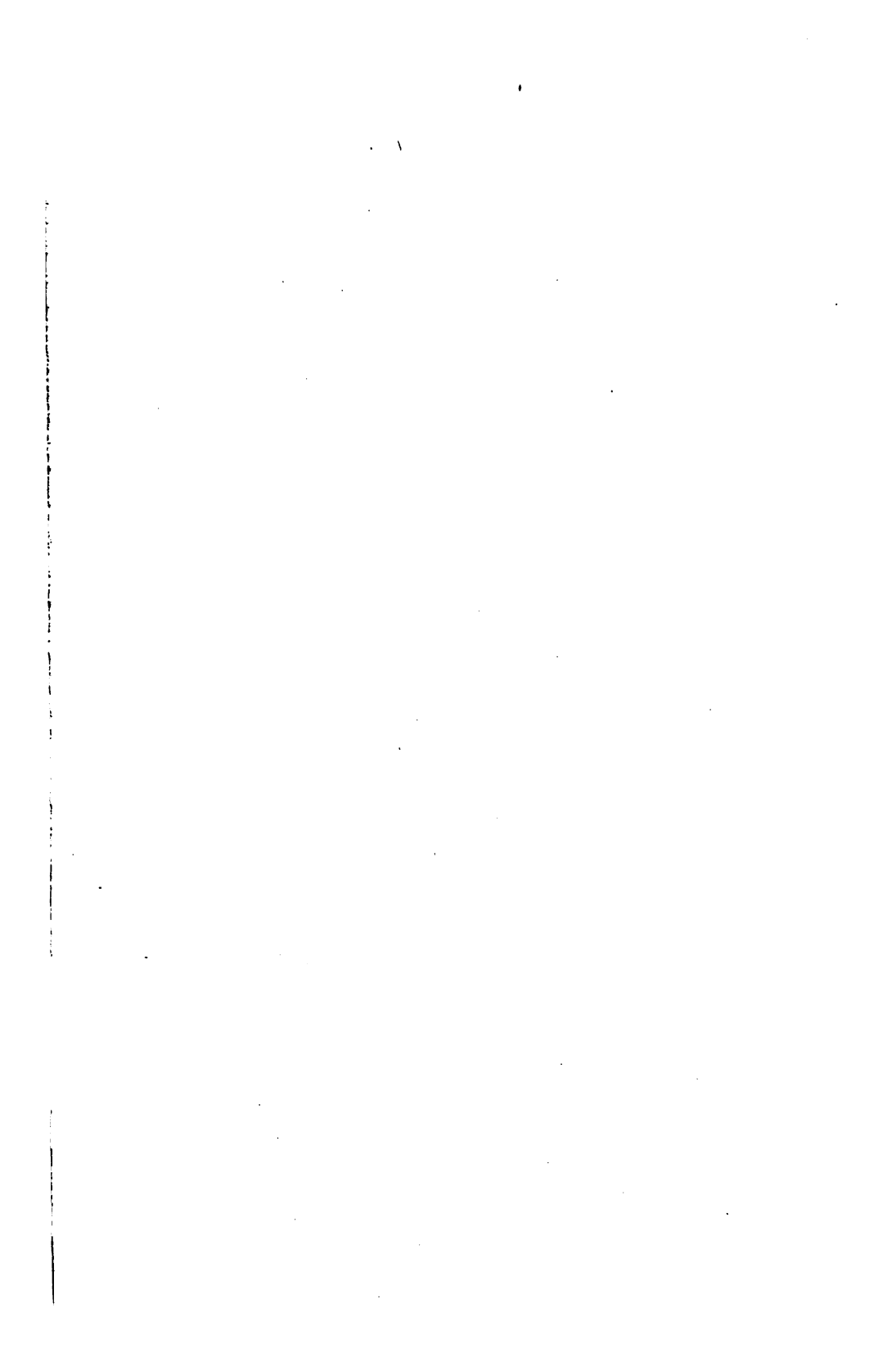
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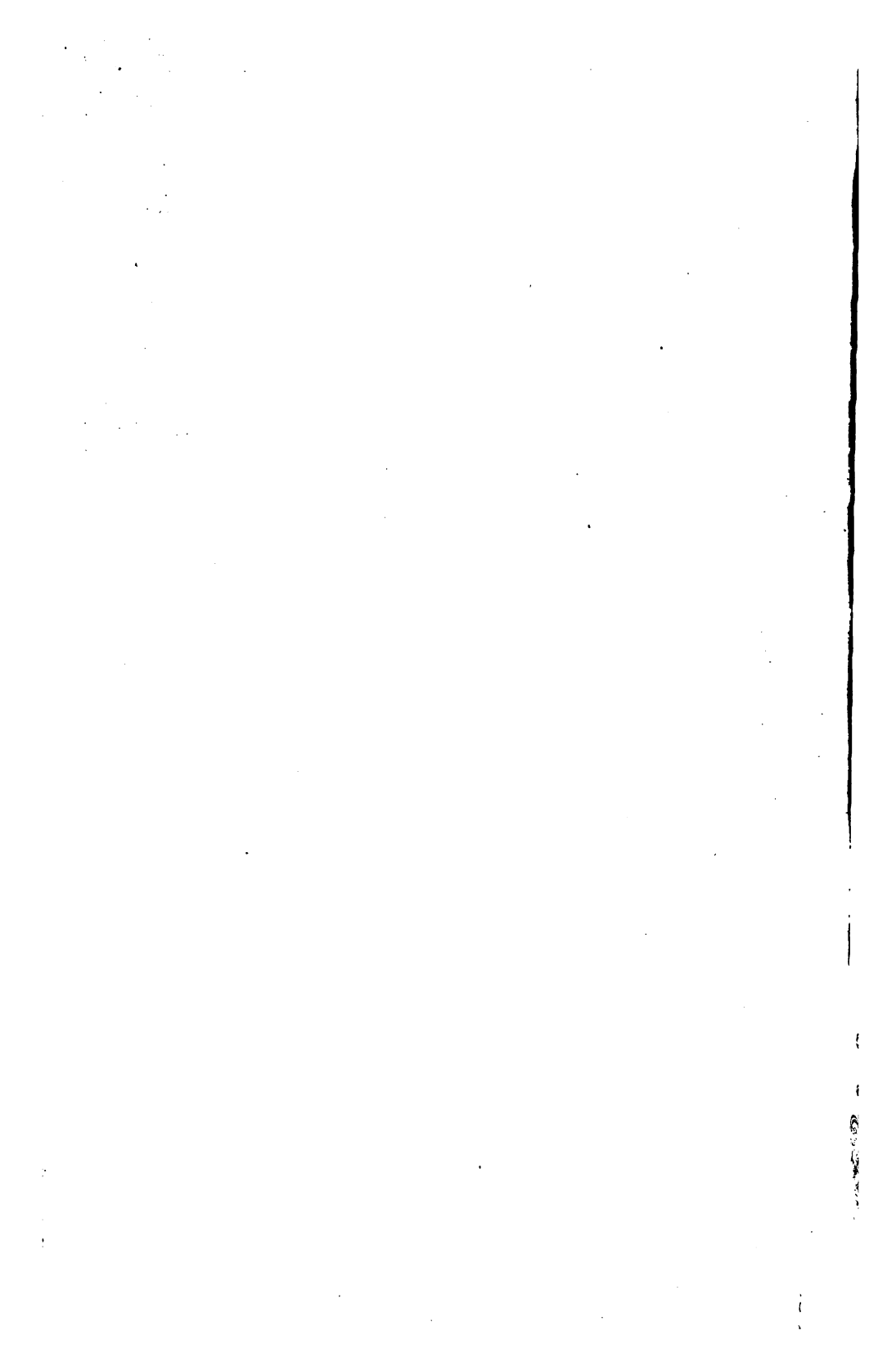


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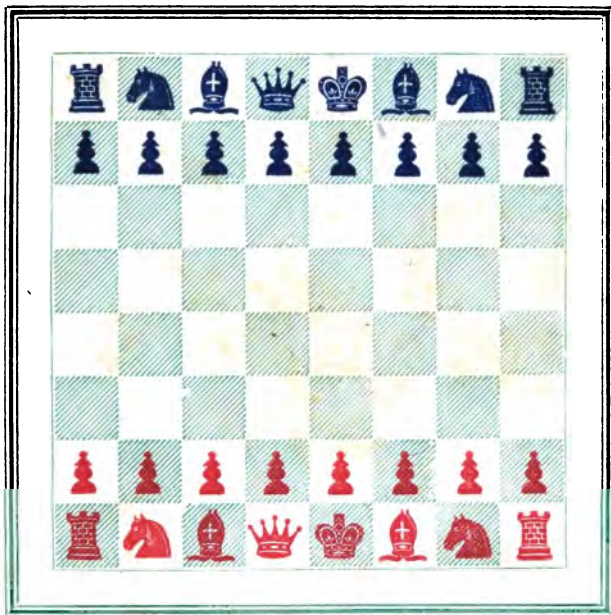






THE
Chess Player's Chronicle.

VOL. II.



LONDON:

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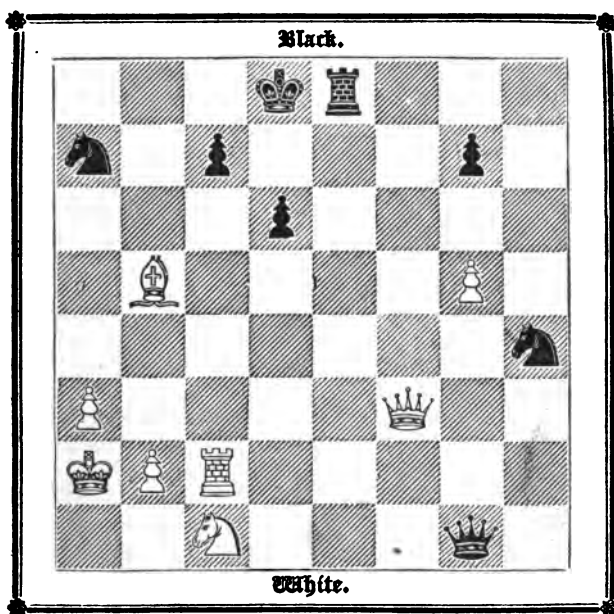
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THE Chess Player's Chronicle.

PROBLEM, No. 48.

From Mr. LEWIS's Collection of unpublished Chess MSS.

White to play, and give Mate in five Moves.



GAME CXL.

Between Messrs. C——— and P———.

White. (Mr. C——.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles

VOL. II.

Black. (Mr. P——.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. K. Kt. to B. third

B

<i>White.</i> (Mr. C—.)	<i>Black.</i> (Mr. P—.)
7. Q. P. two	7. Castles
8. Q. P. takes P.	8. K. Kt. takes K. P.
9. Q. to her fifth	9. K. Kt. takes Q. B. P.
10. Kt. takes Kt.	10. B. takes Kt.
11. Q. B. to Q. R. third	11. Q. P. one
12. Q. R. to Q. square	12. Q. B. to K. third
13. Q. to her third	13. K. B. takes K. P.
14. K. B. to Q. Kt. fifth	14. Q. to K. B. third
15. B. takes Kt.	15. P. takes B.
16. Kt. takes B.	16. Q. takes Kt.
17. K. R. to K. square	17. Q. to K. R. fourth
18. B. to Q. Kt. second	18. B. to Q. fourth
19. K. R. to K. third	19. Q. R. to Kt. square
20. B. to Q. B. third	20. K. B. P. two
21. Q. to Q. fourth	21. R. to K. B. second
22. Q. R. to K. square	22. Q. R. to K. B. square
23. K. R. to K. Kt. third	23. Q. to K. R. third
24. Q. takes Q. R. P.	24. K. B. P. one
25. K. R. to R. third	25. Q. to K. Kt. third
26. K. Kt. P. one	26. Q. to K. Kt. fifth

WHITE ABANDONED THE GAME.

GAME CXLI.

Between the same Players.

<i>White.</i> (Mr. C—.)	<i>Black.</i> (Mr. P—.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. K. B. checks
7. Q. B. to Q. second	7. Q. P. two
8. P. takes P.	8. K. Kt. takes P.
9. Castles	9. B. takes Q. B.
10. Q. takes B.	10. Castles
11. B. takes Kt.	11. Q. takes B.
12. Q. Kt. to Q. B. third	12. Q. to K. R. fourth
13. Q. P. one	13. Kt. to K. second
14. Q. R. to K. square	14. Kt. to K. Kt. third
15. Q. to her fourth	15. B. to K. B. fourth
16. K. Kt. to K. fifth	16. Q. R. to K. square
17. Kt. takes Kt.	17. Q. takes Kt.
18. Q. R. to K. third	18. Q. to Q. R. third
19. K. R. to K. square	19. R. takes R.

White. (Mr. C—.)

20. Q. takes R.
21. Q. to K. seventh
22. Kt. to Q. R. fourth
23. Kt. to Q. B. fifth
24. Q. R. P. one
25. Kt. to Q. seventh
26. K. Kt. P. two
27. Q. to K. eighth (check)
28. Kt. to K. B. eighth (check)
29. Kt. takes B. (discov. check)
30. R. takes R. (check)
31. Kt. to K. B. eighth (check)

Black. (Mr. P—.)

20. B. to K. Kt. third
21. Q. to Q. Kt. third
22. Q. to Q. R. fourth
23. K. R. P. one
24. Q. Kt. P. one
25. R. to Q. R. square
26. Q. takes Q. P.
27. K. to R. second
28. K. to Kt. square
29. R. takes Q.
30. Kt. to R. second
- 31.

DRAWN GAME.

GAME CXLII.

Played at Goode's Chess Rooms, by Messrs. P———T and ST———N.

White. (Mr. S—.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. P. takes P.
7. K. P. one (*a*)
8. Q. B. to Q. R. third
9. Castles
10. P. takes P. *en passant*
11. Q. B. takes P.
12. K. B. to K. second
13. K. R. P. one
14. K. Kt. P. two
15. K. B. to Q. Kt. fifth
16. K. Kt. to K. fifth
17. R. P. takes P.
18. K. R. to K. square
19. Q. R. takes B.
20. Kt. takes K. B. P.
21. Q. to Q. Kt. third (check)
22. B. takes K. Kt. (check)
23. Q. takes B.
24. Q. to K. R. third
25. B. takes Kt.
26. R. takes R.
27. Q. to K. R. eighth (check)

Black. (Mr. P—.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. B. to Q. R. fourth
7. K. Kt. to K. second
8. Castles
9. Q. P. two
10. P. takes P.
11. Q. B. to K. Kt. fifth
12. K. R. to K. square
13. Q. B. to K. R. fourth
14. Q. B. to K. Kt. third
15. K. R. P. two
16. K. R. P. takes P.
17. Q. B. to K. fifth
18. Q. B. takes Q. Kt.
19. B. takes Q. B. P.
20. K. takes Kt.
21. K. to his B. square
22. R. takes B.
23. Q. to her second
24. Q. to her fourth
25. R. takes R. (check)
26. P. takes B.
27. Q. interposes

White. (Mr. S—.)

- 28. Q. takes Q. (check) (*b*)
- 29. R. to K. seventh
- 30. R. to Q. B. seventh
- 31. K. B. P. two

Black. (Mr. P—.)

- 28. K. takes Q.
- 29. Q. R. P. two
- 30. R. to Q. R. third

After several moves, the game was decided as a drawn battle.

Notes to Game CXLII.

(*a*) This ingenious mode of continuing the attack in the present opening, is the invention of Mr. C—e.

(*b*) It was not judicious play, we think, on the part of White, to change Queens at this crisis.

GAME CXLIII.

Between Mr. M——n, the President, and Dr. M——n, another skilful Player, of the Liverpool Chess Club.

White. (Mr. M—n.)

- 1. K. P. two
- 2. P. takes P.
- 3. Q. P. one
- 4. K. Kt. to B. third
- 5. K. B. to K. second
- 6. Castles
- 7. Q. R. P. one
- 8. Q. Kt. P. two
- 9. Q. B. to Q. Kt. second
- 10. Q. B. P. two
- 11. Kt. takes Q. Kt.
- 12. B. takes P.
- 13. Q. B. P. one
- 14. Q. B. P. takes B.
- 15. K. to R. square
- 16. K. B. to his third
- 17. Q. to K. second (check)
- 18. B. takes Q. Kt. P.
- 19. B. takes Kt.
- 20. B. takes Q. R.
- 21. P. takes Q. B. P.
- 22. R. to Q. B. square
- 23. Q. to K. third
- 24. K. to Kt. square
- 25. K. to B. square
- 26. Kt. to Q. B. third
- 27. Q. to K. Kt. third

Black. (Dr. M—n.)

- 1. Q. P. two
- 2. K. Kt. to B. third
- 3. Kt. takes P.
- 4. Q. Kt. to B. third
- 5. K. P. two
- 6. K. B. to Q. third
- 7. K. R. P. one
- 8. Q. R. P. one
- 9. Q. Kt. to Q. fifth
- 10. K. Kt. to K. B. fifth
- 11. P. takes Kt.
- 12. Q. to K. R. fifth
- 13. Kt. takes K. Kt. P.
- 14. Q. to K. Kt. fourth
- 15. Q. to Q. fourth
- 16. Q. takes Q. B.
- 17. Q. B. to Q. third
- 18. Castles
- 19. Q. takes Q. R.
- 20. R. takes B.
- 21. R. to Q. B. square
- 22. Q. to K. B. third
- 23. B. to Q. fourth (check)
- 24. B. to K. B. sixth
- 25. B. to Q. B. third
- 26. Q. to Q. third
- 27. Q. to Q. fifth

White. (Mr. M—N.)

28. Q. to K. third
29. Q. to K. Kt. third
30. Kt. to K. second
31. K. to K. square
32. Kt. to Q. B. third
33. Kt. to Q. fifth
34. K. to Q. second
35. Kt. to Q. B. seventh
36. Kt. to K. eighth
37. Q. takes R.
38. R. to Q. B. eighth
39. Q. to K. second

Black. (Dr. M—N.)

28. Q. to Q. third
29. Q. to Q. fifth
30. Q. to Q. fourth
31. Q. to Q. second
32. R. takes P.
33. Q. to K. third (check)
34. R. to Q. second
35. Q. to K. B. third
36. R. takes P. (check)
37. B. takes Kt.
38. Q. takes K. B. P. (check)

The game was protracted beyond sixty moves, and finally won by the second player.

GAME CXLIV.

Between Messrs. ST—N and ZYTOGORSKI ; the former giving the odds of "Pawn and two Moves."

(Before playing over the game, the reader must remove Black's K. B.'s P. from the board.)

White. (M. Z.)

1. K. P. two
2. Q. P. two
3. K. Kt. to B. third
4. Q. B. P. two
5. Q. Kt. to B. third
6. K. P. one
7. Q. B. to K. Kt. fifth
8. Q. R. P. one
9. P. takes B.
10. K. B. to K. second
11. Castles
12. K. B. takes P.
13. Q. B. to K. R. fourth
14. Q. B. to K. Kt. third
15. Q. to her Kt. third
16. K. Kt. P. takes R.
17. B. takes K. P. (check)
18. Q. R. to K. square
19. Q. to her B. fourth

Black. (Mr. ST—N.)

- 1.
2. Q. Kt. to B. third
3. K. P. one
4. K. B. checks
5. Q. P. two
6. K. Kt. to K. second
7. Castles
8. B. takes Kt. (check)
9. Q. to K. square
10. Q. to K. R. fourth
11. Q. P. takes P.
12. Q. B. to Q. second
13. K. Kt. to Q. fourth
14. Kt. takes Q. B. P.
15. R. takes Kt.
16. Q. takes P. at K. B. sixth
17. K. to R. square
18. Q. Kt. takes Q. P.
19. B. to Q. B. third

WHITE RESIGNED.

GAME CXLV.

Between Messrs. C———E and St———N.

White. (Mr. C———E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Kt. takes P.
5. Q. takes Kt.
6. K. B. to Q. third
7. Castles
8. Q. to K. third
9. Q. B. to Q. second
10. Q. B. to Q. B. third
11. B. takes B.
12. Q. Kt. to B. third
13. Kt. to Q. fifth
14. B. to K. second
15. Kt. to K. B. fourth
16. P. takes P.
17. Q. to her Kt. third (check)
18. Kt. to Q. third
19. B. takes B.
20. B. to K. second
21. Q. to K. Kt. third
22. Q. R. to K. square
23. B. to K. R. fifth
24. R. takes R.

Black. (Mr. St———N.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. Kt. takes Kt.
5. K. Kt. to K. second
6. Q. P. one
7. Kt. to Q. B. third
8. K. B. to K. second
9. K. B. to K. B. third
10. Castles
11. Q. takes B.
12. Kt. to K. fourth
13. Q. to her square
14. Q. B. P. one
15. K. B. P. two
16. B. takes P.
17. Q. P. one
18. B. takes Kt.
19. Q. to K. R. fifth
20. Q. R. to K. square
21. Q. to K. B. third
22. Kt. to K. Kt. third
23. R. takes R.
24. Kt. to K. B. fifth

AFTER A FEW MOVES, WHITE ABANDONED THE GAME.

GAME CXLVI.

Strongly contested Game, between Mr. St———N and Mr. J. W———, one of the finest Players in the Bristol Chess Club; Mr. St———N giving the "Pawn and two Moves."

*(Black's K. B.'s P. must be taken from the board.)**White.* (Mr. J. W———.)

1. K. P. two
2. Q. P. two
3. Q. B. P. two
4. Q. Kt. to B. third
5. Q. B. to K. Kt. fifth
6. K. B. to Q. third
7. K. Kt. to K. second
8. Q. to Q. second
9. Q. P. one

Black. (Mr. St———N.)

- 1.
2. K. P. one ;
3. K. B. checks
4. K. Kt. to K. second
5. Castles
6. Q. Kt. to Q. B. third
7. Q. to K. square
8. K. P. one
9. Q. Kt. to Q. fifth

White. (Mr. J. W—.)

10. K. B. P. two
11. Castles
12. K. B. P. one
13. B. to K. third
14. K. Kt. to Kt. third
15. K. R. P. one
16. K. R. to B. second
17. Q. R. to K. B. square
18. Q. R. P. one
19. K. to R. second
20. Kt. takes B.
21. Q. to her square
22. K. Kt. P. two
23. Q. R. P. one
24. K. R. to K. Kt. second
25. K. B. P. takes P. *en passant* (check)
26. K. R. to K. B. second
27. K. to R. square
28. Kt. to K. second
29. K. R. P. takes Kt.
30. Kt. takes Kt.
31. Q. takes Q.
32. B. takes R.
33. Kt. to K. sixth
34. B. to K. R. third
35. K. to his Kt. second
36. K. to Kt. third
37. K. to Kt. second
38. Q. B. takes K. R. P.
39. K. Kt. to his fifth
40. K. B. to K. sixth (check)
41. Q. B. to K. B. eighth
42. Q. B. takes Q. P.
43. B. takes Q. B. P.
44. Q. P. one
45. K. B. to Q. Kt. third
46. K. B. takes R.
47. K. B. to Q. B. second
48. K. to B. second
49. Q. Kt. P. two
50. K. B. to Q. Kt. third
51. P. takes P.
52. Q. P. one
53. K. to his third
54. K. to his second

Black. (Mr. St—N.)

10. Q. P. one
11. Q. B. to K. Kt. fifth
12. K. R. P. one
13. Q. B. P. two
14. Q. R. to Q. B. square
15. B. to K. R. fourth
16. K. to R. second
17. Kt. to K. Kt. square
18. B. to Q. R. fourth
19. K. Kt. to B. third
20. Q. takes Kt.
21. Q. to K. square
22. Q. R. P. one
23. Q. R. to B. second
24. K. Kt. P. two
25. Q. takes P.
26. Q. R. to K. Kt. second
27. B. to Q. square
28. Kt. takes K. Kt. P.
29. Q. takes K. Kt. P.
30. R. takes R.
31. R. takes R. (check)
32. R. takes Q.
33. B. to Q. R. fourth
34. R. to K. R. fifth
35. K. to Kt. square
36. B. to K. eighth (check)
37. R. takes K. P.
38. R. takes Q. B. P.
39. R. takes Q. R. P.
40. K. to R. square
41. K. P. one
42. K. to Kt. second
43. B. to Q. R. fourth
44. K. to B. third
45. K. takes Kt.
46. Q. Kt. P. two
47. K. to his B. fifth
48. B. to Q. square
49. K. to his fourth
50. Q. R. P. one
51. B. takes P.
52. B. to Q. square
53. B. to K. Kt. fourth (check)
54. B. to Q. square

<i>White.</i> (Mr. J. W—.)	<i>Black.</i> (Mr. ST—N.)
55. B. to K. B. seventh	55. K. to B. third
56. B. to K. eighth	56. K. to K. third
57. K. to K. third	57. K. to Q. fourth
58. Q. B. to Q. R. third	58. B. to K. Kt. fourth (check)
59. K. to K. second	59. B. to Q. square
60. Q. B. to K. B. eighth	60. K. to Q. B. third (a)
61. K. to K. third	61. K. to Q. fourth
62. K. B. to K. B. seventh (check)	62. K. to Q. B. third (b)
63. K. B. to K. sixth	63. K. to Q. B. second
64. K. takes K. P.	64. K. to B. third
65. K. to Q. third	65. B. to K. B. third
66. K. to Q. B. second	66. B. to Q. square
67. K. to Kt. third	67. B. to K. B. third
68. K. to Kt. fourth	68. B. to Q. square
69. B. to K. B. fifth	69. B. to B. third

AND ULTIMATELY BLACK RESIGNED THE GAME. (c)

Notes to Game CXLVI.

(a) Far from judicious. Previous to this move, the second player, considering the game drawn, was desirous of abandoning it. After a careful examination, we are of opinion that it ought so to have terminated.

(b) Black should have moved his King to King's fourth.

(c) Up to about the sixtieth move, this game is extremely well played on both sides; and it affords very creditable evidence of the skill in Chess to which the best Bristol Amateurs have attained.

GAME CXLVII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 24th.)

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. Kt. P. two	3. K. B. takes Q. Kt. P.
4. K. B. P. two (a)	4. Q. P. two
5. P. takes Q. P.	5. K. P. one
6. K. Kt. to K. second	6. K. Kt. to B. third
7. Castles	7. Castles
8. Q. Kt. to B. third	8. Q. B. P. one
9. P. takes P.	9. Q. Kt. takes P.
10. K. to R. square	10. Q. B. to K. Kt. fifth
11. Q. to K. square	11. K. P. one
12. Q. P. takes P.	12. Q. B. takes Kt.

Black. (Mr. M'D.)

13. K. B. takes B.
14. Q. B. to Q. Kt. second
15. K. B. to Q. third
16. B. takes B.
17. Q. to K. R. fourth
18. K. R. to B. third
19. R. to K. R. third
20. Q. R. to K. B. square
21. Q. to K. R. fifth
22. K. Kt. P. two
23. B. to Q. B. fourth (check)
24. K. Kt. P. one (*b*)
25. P. takes K. R. P. (*c*)
26. Q. to K. second
27. Q. takes Kt.
28. Q. to Q. B. third
29. Q. takes Q.
30. R. to Q. square

White. (M. DE LA B.)

13. K. Kt. to K. fifth
14. Q. to Q. R. fourth
15. B. takes Kt.
16. Kt. takes B.
17. K. B. P. two
18. K. Kt. to K. fifth
19. K. R. P. one
20. Q. to Q. B. fourth
21. Q. to Q. third
22. Q. R. to K. square
23. K. to R. second
24. Kt. to Q. R. fourth
25. K. Kt. P. one
26. Kt. takes B.
27. Kt. to Q. seventh
28. Q. to Q. B. third (check)
29. P. takes Q.
30. R. to Q. square

WHITE WON THE GAME.

Notes to Game CXLVII.

(a) This opening, known as the "double Gambit," is the invention of Mr. M'Donnell, and may be adopted with advantage by a player when he gives the odds of a Knight; but it is far too hazardous to be ventured against so accomplished a master as M. De la Bourdonnais.

(b) We are inclined to believe that Black's position would have been improved by his taking the adverse K. B.'s P. with this Pawn.

(c) The Bishop to Q.'s third or to K. B.'s seventh, would have been much better play; the latter move, indeed, would have given Black a very fine game.

PROBLEMS FOR YOUNG PLAYERS.

No. 39.

White.

- K. at Q. Kt.'s fourth
 Q. at her B.'s fifth
 B. at K.'s fourth
 Kt. at Q.'s seventh
 Pawns at Q. Kt.'s sixth, and Q.
 R.'s fifth

Black.

- K. at Q. R.'s square
 R. at K. B.'s fifth
 P. at Q. Kt.'s second

White engages to mate with a Pawn in four moves, without taking the adversary's Rook.

No. 40.

White.

K. at K. Kt.'s fifth
 Q. at her square
 R. at Q.'s eighth
 Kt. at K. B.'s fifth

Black.

K. at his fifth
 Q. at her Kt.'s seventh
 R. at K. B.'s seventh
 Kt. at Q. Kt.'s fourth
 Kt. at K. Kt.'s seventh
 P. at K.'s third

White playing first, mates in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our "CHRONICLE" of Oct. 16.

No. 37.

White.

1. R. takes Kt.
2. Kt. to K. B.'s sixth, and the Rook mates next move.

Black.

1. Kt. takes R. or Kt. to K.'s second

No. 38.

White.

1. Q. to K.'s third (check)
2. Q. to K. B.'s third
3. B. to K. B.'s second
4. B. to K.'s third (check)
5. B. to K. Kt.'s fifth, and the Kt.'s P. mates next move.

Black.

1. K. to R.'s fourth
2. P. takes Q. or (A)
3. K. to R.'s third (best)
4. K. to R.'s fourth

(A)

White.

- 1.
- 2.
3. B. to Q.'s second (check)
4. K. to his B.'s fifth
5. B. to K.'s square
6. K. Kt.'s P. one (check) (MATE).

Black.

- 1.
2. K. to R.'s third
3. K. to R.'s fourth
4. K. R.'s P. one
5. P. takes Q.

SCIENTIFIC STRATAGEMS
 SELECTED FROM THE WORKS OF
 THE BEST AUTHORS ON CHESS.

No. 36.

By Cozio.

White.

K. at Q. R.'s fifth

Q. at Q.'s fifth

Black.

K. at Q. B.'s seventh

Pawns at Q. Kt.'s sixth, and Q. R.'s seventh

White to move and win.

No. 37.

By the Rev. H. BOLTON.

White.

K. at Q. R.'s second

R. at Q. B.'s second

R. at Q. Kt.'s square

B. at Q.'s square

Kt. at Q.'s fifth

Black.

K. at Q. R.'s fifth

Q. at K. Kt.'s fourth

R. at Q. R.'s second

B. at Q. Kt.'s fourth

B. at Q. B.'s eighth

P. at Q. R.'s third

White to win in eight moves.

No. 38.

By the Same.

White.

K. at K. B.'s sixth

Kt. at K. Kt.'s sixth

Kt. at K.'s sixth

Pawns at K. R.'s third, and K.'s third

Black.

K. at K. R.'s fourth

White to win in six moves.

No. 39.

By DAMIANO.

White.

K. at Q. B.'s sixth

R. at Q. B.'s fifth

R. at Q. B.'s fourth

Kt. at Q. B.'s third

P. at Q. B.'s second

Black.

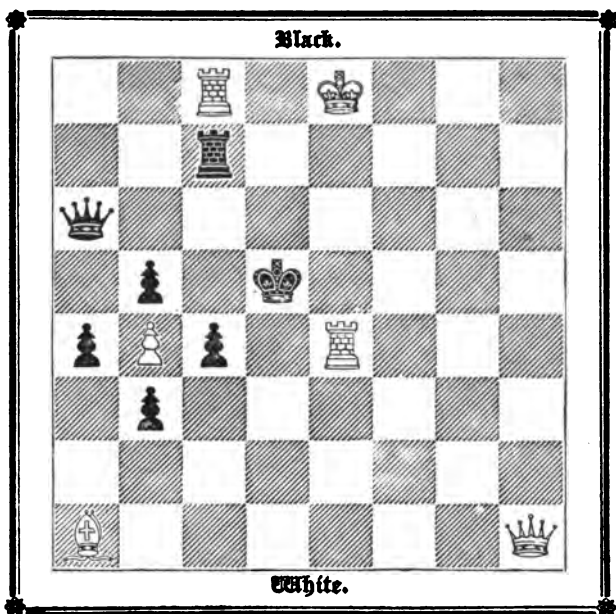
K. at Q. B.'s square

White to mate with the Pawn in six moves.

PROBLEM, No. 49.

By Herr MÜLLER.

White, playing first, engages to mate *with the Pawn*, in six moves, *without taking any of the adversary's Pawns, or giving them an opportunity of moving.*



NOTICES TO CORRESPONDENTS.

CHESS.

"PALAMÉDES."—The ingenious variation of Problem 43, shall appear in an early number. We have not yet had time to examine the solutions of Nos. 8, and 35.

"F. W. C., HALIFAX."—A private communication has been forwarded.

"N. T. V., BRIDPORT."—The forthcoming edition of Mr. Lewis's "First Series of Chess Lessons," will be issued in about three weeks or a month. His "ELEMENTS OF CHESS" is exceedingly scarce, but a copy may be obtained of Mr. Goode, at his Chess Rooms, Ludgate Hill.

"R. A. B."—We shall be obliged if our valued contributor will forward the promised positions at his earliest convenience. A slight error in the description of each of the two on hand, deterred us from inserting them until we had consulted the inventor.

"C. R. L., LINCOLN'S INN," will have observed in our last number the method of effecting mate in Problem No. 5. It is possible the mate might be delayed a move by the useless interposition of the Queen. The position of the pieces in No. 30 of the "SCIENTIFIC STRATAGEMS" is correct, and a solution may be had on application to our publisher. A player may have two Queens on the board at once.

"G. W. D., CANTERBURY," can obtain the back numbers required to complete his sets, by applying immediately to Mr. Hastings, 13, Carey Street.

"H. G., WINCANTON."—A private communication, containing the required information, has been forwarded.

"O. T., PENTONVILLE."—Our correspondent will see, from the solutions published in No. 26, that the mate in Problem No. 1 may be postponed, as he suggests, beyond the given number of moves. In the other Problem, the useless interposition of the Queen is not calculated.

"J. S., CHESHAM, BUCKS."—The method of solving the problem is correct, but "J. S." numbers the squares incorrectly. The first move of the Queen is to King's Bishop's fifth, *not* fourth square.

"E. N., BRISTOL."—A reply will be sent directly.

"F. G." will see that the model games are resumed.

"M. A., HULL," can obtain the Case (Price 2s.) for binding Vol. I., by applying through any bookseller to our publisher.

"J. R., DEVONPORT."—The moment the MSS. comes to hand, our Correspondent shall be apprised of it.

"M. M., WINCHESTER."—To avoid the probability of errors in the diagrams, we have determined never in future to publish a problem of which we do not receive the solution—and that solutions to the problems on diagrams shall be given each week, as in the case of "Problems for Young Players."

"E. W., BRISTOL."—The foregoing reply will explain why the Problem "E. W." favoured us with, has not appeared. His suggestions shall be attended to.

"F. F.'s ENIGMA" in 18 moves, is unavailable until he forwards a solution.

"T. B., BRIGHTON."—The variations shall be examined, and reported on in our next. We have to acknowledge the receipt of some masterly Chess Problems by the distinguished Russian player, M. Petrof, which shall appear in an early number.

YORKSHIRE MEETING OF CHESS PLAYERS.

WE cordially commend the annexed circular to the attention of our readers, and are requested to remind them that the Meeting which it announces, although professedly an assemblage of the players resident in

Yorkshire, is in reality open to all Chess Players who may feel disposed to honour the Association with their presence.

"YORKSHIRE CHESS CLUB.

"SIR,—I beg most respectfully to inform you that, agreeably to the resolution adopted at the meeting of the YORKSHIRE CHESS ASSOCIATION at Leeds, in January last, the second meeting will take place at Wakefield, on Monday, the 8th day of November next, in the Rooms of the Corn Exchange Buildings.

"The rooms will be opened at 10 o'clock a. m. for the commencement of games and matches, which will be continued until 6 o'clock, when the party will adjourn to the Bull Inn, adjoining the Corn Exchange, for dinner.

"Tickets, including lunch, dinner, with a pint of wine, and coffee, ten shillings each individual.

"It is superfluous, in addressing Chess Players, to say anything in favour of the excellence, or exceeding interest and beauty of the game; but it may be observed, that meetings like the present are extremely well calculated to diffuse more widely the love of Chess, to arouse a spirit of emulation amongst its votaries, and to create that feeling of unity and good fellowship, which makes the Chess Player a welcome visitor in every town that can boast of possessing a Club.

"If it should be your intention to attend the meeting, be so kind as to inform me, either personally or through the Secretary of your Club, on or before the 1st November.

"I am, Sir, your's very respectfully,

"J. M. FRANCE, Honorary Secretary."

"Wood-street, Wakefield,
Oct. 19th, 1841."

Letter from the President of the Halifax Chess Club, on the Introduction of Chess into Europe.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—You have afforded much gratification to the lovers of Chess, by opening your excellent Miscellany to dissertations on the introduction of that noble Game into Europe, and on the origin of its nomenclature.

There would appear, indeed, to be some beautiful analogy between Chess and its history; the mines of research and erudition, connected with the latter, being well-nigh as inexhaustible as are the scientific combinations and intellectual pleasures of the game. That the labours of Alcalá, of Hyde, of Jones, and of other eminent linguists and antiquarians, have yet left many rich veins unwrought, has been amply proved by the recent able papers in your periodical, and particularly by

the mass of interesting matter which illustrates Sir Frederick Madden's ingenious Theory on the Hebridean Chess-men.

But, whilst highly appreciating the value of those papers, may I be permitted to state that the true channel of the introduction of Chess into Europe has been overlooked; and to offer briefly the evidence that it came into Spain at the Arabian conquest, and was thence diffused through the European nations—evidence, that ought to possess the greater weight, from being indelibly stamped on the language of the game.

Chess was introduced into Persia from India, in the sixth century. In the seventh, the Mohammedan Arabs subdued Persia, acquiring the game, and floating it along on their tide of conquest to the South and West. At the commencement of the eighth, they conquered Spain; whence, during that century and the ninth, they extended their empire into Aquitaine and the South of France, as well as into Italy, holding Sicily long in subjection, and carrying their victorious arms to the very gates of Rome. The Courts of the Caliphs of Cordoba, and of the Moorish Kings of Seville and Granada, were the seat of literature and science, and the resort of learned men from all parts of Europe, during the gloom of the middle ages. And the ancient Arabian and Spanish Chronicles bear testimony to the prevalence of Chess in those Courts, and also in those of the Christian Kings of Aragon and Castile.—So much for the opportunities possessed by the Spanish Arabs for diffusing the game through the South of Europe, whence it would pass, by common intercourse, to the surrounding nations.

And now for the proofs impressed on the language of the game. When adopted by the Arabs, they naturally named the King by their own peculiar title of eminence and power, the *Sheik*. The primitive meaning of this word is *Elder*, age being the fountain of power in the patriarchal tribes. The Roman *Senator*, and the Saxon *Alderman*, had the same origin. In Spanish this word is *Xeque*, or *Xaque*, the *X* being guttural, and retaining the true pronunciation of the Arabic word, which is not conveyed by the *Sh* of *Sheik*. This is the word used by the Arabs, and by the Spaniards to this day, in announcing *check* to the King; and it at once explains the meaning of a term adopted by all the European nations, as *check*, *échec*, *scacco*, *shach*, &c. &c.; but without etymological signification in any of their languages, excepting that of Spain. It is simply the call of warning on the *Sheik*, to defend or remove himself from peril: and thus it is that the game has diffused this Oriental word through the languages of the West. In the *check* of war, or of diplomacy, in the Court, and the Barons of *Exchequer*; in the *checky* of heraldry, and the banker's *cheque*; nay, even on the *check* apron of the housewife,—we encounter and recognize, at every turn, the *Sheik* of the desert.

In cases where other terms of Chess are merely translated into the

several languages, as in the names of the King and the Knight, there is little opportunity for tracing derivations; but Italians, French, English, Danes, Icelanders, Germans, Poles, and Russians, *all* give the King warning of *check*, in Spanish Arabic. Can language afford a more conclusive proof than this of the channel through which they derived the game? Had the voyage of Chess to this country been, first from Constantinople to Denmark, and then from Denmark to England, as conjectured by Sir Frederick Madden, would the war-cry of the game have been expressed by a word, significant only in Arabia and in Spain?

I proceed to *checkmate*. *Mate*, in this sense of *overcome*, can have no connexion with our vernacular *mate*, denoting *equal*. Nor is it significant, as used in Chess, in any language of Europe, excepting *Spanish*, though *mat* adopted in all. But *mat*, in the Arabic, and in the languages of Persia and India, denotes *kill, slay*. It is one of the many words which the Spaniards retain from their Saracenic conquerors; *matar* signifying *to kill*; and, in their gorgeous bull-fights, the *matador*, or *slayer* of the bull, is a familiar word.

This is another strong proof of the European source of Chess; but, if it stood alone, I could not claim for it the same force as for *check*; in as much as *mat* being not merely Arabic, but also Persic and Shanscrita, it might have flown with the game in some other channel from the East. But, combined with the stringent proof of *check* confining that channel to the Spanish Arabic, *mat*, significant in no other European language, becomes strong accessory evidence. Checkmate, *the Sheik slain!*

The identity of our *Pawn* with the Spanish *Peon*, foot-soldier (whence *Pioneer*), and of our *Rook* with the Spanish *Roque*, are additional, though minor, evidences.

I cannot conclude without expressing the obligation of the Chess community to Sir Frederick Madden, for his masterly and erudite investigation of the names of the pieces. The transitions of the Oriental *Pherz* into the European *Queen*; of the *Alfil* into the French *Fol* or *Fou*, and the English and Danish Bishop, are most curious and interesting; but Mr. Douce has thrown yet stronger light on the remarkable names of the latter piece, by his discovery of their combination in an old monastic poem, as *Alphinus Episcopus*! One might almost conjecture that there was a Bishop of the Church called *Alphinus*, whose celebrity as a Chess-player conferred his titular dignity on the piece, his namesake.

I am, Sir, your obedient humble Servant,

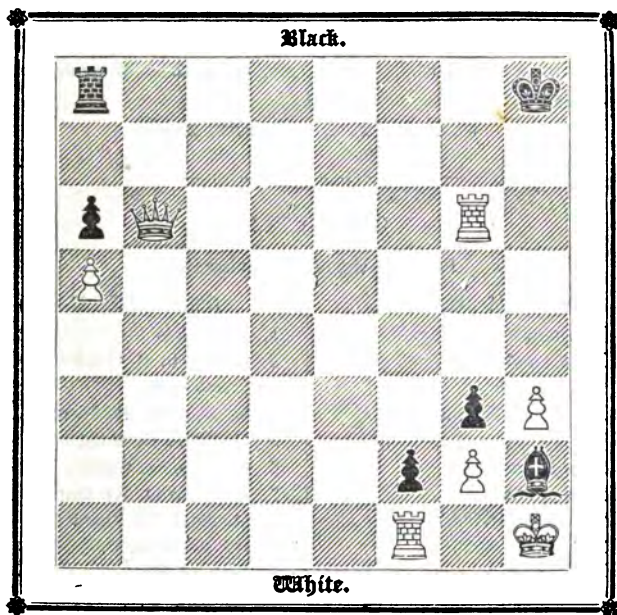
F. W. CRONHELM.

Crow Wood, near Halifax,
14th October, 1841.

PROBLEM, No. 50.

Matchless Problem, by the celebrated Russian Chess Player,
M. PETROF.

White to compel Black to checkmate with the Rook in 73 Moves.
White is neither to take the adverse Bishop, nor advance a Pawn to Queen.



GAME CXLVIII.

Between Mr. C—E and Mr. ST—N.

Black. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Q. P. two
6. K. P. one
7. P. takes K. Kt.
8. P. takes K. Kt. P.
9. Q. B. to K. third
10. Q. B. P. takes P.
11. Q. Kt. to Q. B. third
12. Castles

White. (Mr. C—E.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. P. takes P.
6. Q. P. two
7. P. takes B.
8. Q. to K. second (check)
9. K. R. to Kt. square
10. K. B. checks
11. Q. B. to K. Kt. fifth
12. Castles

Black. (Mr. ST—N.)

13. Q. to her B. second
14. Q. to K. B. fifth (check)
15. Q. takes B.
16. B. takes Kt.
17. Kt. to Q. fifth
18. Kt. takes B.
19. Q. takes K. B. P.
20. Q. R. to Q. square
21. Q. R. to Q. seventh
22. R. takes Q. B. P.

White. (Mr. C—E.)

13. Q. B. takes K. Kt.
14. K. to Q. Kt. square
15. Kt. takes Q. P.
16. R. takes B.
17. Q. to her B. fourth
18. Q. takes Kt.
19. Q. R. to Q. square
20. Q. R. to K. square
21. Q. R. to Q. B. square

WHITE ABANDONED THE GAME.

GAME CXLIX.

Between the same Antagonists.

Black. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Castles
6. Q. B. P. one
7. Q. Kt. P. two
8. Q. B. to K. Kt. fifth
9. Q. B. P. takes P.
10. Kt. takes Kt.
11. Q. takes B.
12. K. B. P. two
13. Q. Kt. to B. third
14. K. P. one
15. Q. R. to Q. square
16. B. to Q. third
17. B. takes B.
18. Q. to her B. fifth
19. Q. to K. B. second
20. Kt. to K. second
21. K. Kt. P. two
22. K. R. P. one
23. P. takes P.
24. Q. takes P.
25. P. takes Kt.
26. K. to K. B. second
27. K. to his third
28. Q. takes Q. P.

White. (Mr. C—E.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. to Q. B. fourth
5. Q. to K. B. third
6. Q. P. to Q. third
7. K. B. to Q. Kt. third
8. Q. to K. Kt. third
9. Kt. takes Q. P.
10. B. takes Kt.
11. Q. takes B.
12. Q. to K. Kt. third
13. Q. B. P. one
14. Q. P. one
15. K. Kt. to K. second
16. B. to K. B. fourth
17. Kt. takes B.
18. Q. Kt. P. one
19. Castles on K. side
20. Q. to K. third
21. Kt. to K. R. third
22. Q. B. P. one
23. P. takes P.
24. Kt. takes K. Kt. P.
25. Q. takes P. (check)
26. Q. to K. R. fifth (check)
27. Q. R. to Q. B. square
28. K. R. to Q. square

Black. (Mr. ST—N.)

29. Q. to her Kt. seventh
30. R. to K. B. third
31. R. takes R. (check)
32. Kt. to Q. fourth
33. Q. takes Q. R. P.
34. Kt. to K. second

White. (Mr. C—E.)

29. Q. to R. sixth (check)
30. Q. to K. B. fourth
31. R. takes R.
32. Q. to K. R. fourth
33. Q. to K. R. eighth

AFTER A FEW MOVES, THE SECOND PLAYER RESIGNED.

GAME CL.

By the same Players.

White. (Mr. C—E.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. K. Kt. to B. third (b)
5. Q. P. two
6. K. P. one
7. K. B. to Q. Kt. fifth
8. Q. B. P. takes P.
9. Q. B. to Q. second
10. Q. Kt. takes B.
11. Castles
12. B. takes Q. Kt.
13. Q. to Q. B. second
14. Q. takes P. at her B. sixth
15. Q. Kt. P. one (c)
16. Q. to her B. second
17. Q. R. to Q. B. square
18. Q. to her third
19. Q. Kt. P. one
20. K. to R. square
21. Q. to her B. second
22. Q. to her Kt. third
23. Kt. takes Kt.
24. K. R. P. one
25. K. to R. second
26. Q. R. to Q. B. third
27. Q. Kt. P. one (g)
28. R. takes Q. B. P.
29. P. takes R.
30. K. takes R.
31. Kt. interposes
32. K. to Kt.'s second

Black. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third (a)
4. K. Kt. to B. third
5. P. takes P.
6. Q. P. two
7. K. Kt. to K. fifth
8. K. B. checks
9. B. takes B.
10. Q. B. to K. Kt. fifth
11. Castles
12. Q. Kt. P. takes B.
13. K. B. P. two
14. Q. R. to Kt. square
15. Q. R. to Kt. third
16. Q. R. to K. R. third
17. Q. B. P. one
18. Q. to K. square
19. Q. to K. Kt. third
20. K. B. P. one (d)
21. B. to K. B. fourth
22. Q. to K. R. fourth
23. B. takes Kt.
24. Q. to K. Kt. fifth (e)
25. Q. to K. Kt. third (f)
26. K. R. to K. B. fourth
27. K. R. to R. fourth
28. R. takes K. R. P. (check)
29. R. takes P. (check)
30. Q. to R. fourth (check)
31. B. to K. B. fourth (check)
32. Q. to Kt. fifth (check)

<i>White.</i> (Mr. C—E.)	<i>Black.</i> (Mr. St—N.)
33. K. to R. second	33. Q. takes Kt. (check)
34. Kt. to Kt. square	34. B. to K. fifth
35. K. B. P. one	35. Q. to K. Kt. sixth (check)

DRAWN GAME.

Notes to Game CL.

- (a) Queen's Pawn one square, would have been better play.
 (b) White should have advanced his Queen's Pawn two squares; and, if his opponent had then taken Pawn with Pawn, by taking K. B.'s P. with his Bishop, and afterwards checking with the Queen, he would have had the better position: *ex. gr.*

Q. P. two - - - K. P. takes P.

K. B. takes K. B.'s P. (check) - K. takes B.

Q. to K. R.'s fifth (check), and then takes the King's Bishop with his Queen.

- (c) We should have preferred playing Q.'s R. to Q.'s B. square.
 (d) Threatening to win the Queen, by checking with the Knight.
 (e) Badly played. The advance of his K. Kt.'s P. two squares, would have rendered White's game irretrievable.

(f) A lost move. He should have played the King's Rook to K. B.'s fourth.

(g) Well played.

GAME CLI.

Played at Goode's Chess Rooms, between Mr. P—T and
Mr. St—N.

<i>White.</i> (Mr. St—N.)	<i>Black.</i> (Mr. P—T.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. P. takes P.	6. K. B. to Q. R. fourth
7. K. P. one	7. K. Kt. to K. second
8. Castles	8. Castles
9. Q. B. to Q. R. third	9. B. to Q. Kt. third
10. K. R. to K. square	10. K. R. P. one
11. Q. to her third	11. K. R. to K. square
12. Q. Kt. to Q. second	12. K. Kt. to Kt. third
13. K. B. to Q. Kt. third	13. Q. Kt. to Q. R. fourth
14. K. B. to Q. B. second	14. Q. B. P. two
15. R. to K. fourth	15. Q. to K. second
16. R. to K. Kt. fourth	16. Q. to K. third

White. (Mr. St—N.)

17. R. to K. Kt. third
18. Q. to K. fourth
19. Q. R. to K. square
20. Q. B. to Q. sixth
21. P. takes B.
22. Q. Kt. takes Q.
23. Q. R. to K. third
24. K. Kt. to Q. fourth
25. K. Kt. to K. B. fifth
26. K. R. P. two
27. K. R. P. one
28. Q. R. P. takes P.
29. B. to Q. Kt. square
30. K. Kt. takes K. R. P.
31. K. Kt. takes K. B. P.
32. Q. R. checks
33. K. R. takes Kt.
34. Kt. checks
35. Kt. takes R. (discov. check)
36. K. Kt. P. takes Kt.
37. R. takes K. Kt. P. (check)
38. R. to Kt. sixth (check)
39. R. to Kt. fifth (check)
40. R. takes Q. R. P.
41. Kt. to K. B. sixth
42. Kt. to Q. fifth (check)
43. B. to K. B. fifth
44. K. to R. second
45. Kt. to K. B. sixth
46. Kt. to K. fourth
47. R. to K. fifth
48. R. to K. seventh
49. Kt. to Q. B. third

Black. (Mr. P—T.)

17. Q. B. P. one
18. K. B. to Q. B. second
19. Q. R. to Q. Kt. square
20. B. takes B.
21. Q. takes Q.
22. K. to K. B. square
23. Q. Kt. P. two
24. Q. Kt. to Q. B. third
25. Q. R. P. two
26. Q. Kt. P. one
27. Q. Kt. P. one
28. P. takes P.
29. K. R. to K. fourth
30. K. R. takes K. R. P.
31. K. takes Kt.
32. K. to K. Kt. square
33. Kt. to K. fourth
34. K. to B. second
35. Kt. takes R. (check)
36. B. to Q. R. third
37. K. to his third
38. K. to Q. fourth
39. K. to Q. B. fifth
40. B. to Q. Kt. fourth
41. K. takes Q. B. P.
42. K. to Q. Kt. seventh
43. R. checks
44. B. to Q. B. third
45. R. to K. Kt. fourth
46. R. to K. Kt. second
47. K. to Q. R. eighth
48. Q. Kt. P. one

BLACK RESIGNED.

GAME CLII.

Between two Amateurs of the Berlin Chess Club.

White.

1. K. P. two
2. K. B. to Q. B. fourth
3. P. takes P.
4. Q. P. two
5. Q. takes P.
6. B. to Q. third

Black.

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. P. takes P.
5. Q. P. two
6. Q. B. P. two

White.

7. Q. to K. fifth (check)
8. Q. B. P. two
9. Q. to K. B. fourth
10. Q. to K. Kt. fifth
11. Q. to K. third
12. K. B. to K. second
13. Q. to Q. Kt. third
14. Q. B. to K. Kt. fifth
15. K. B. P. two
16. K. to his B. square
17. K. Kt. to R. third
18. Q. to Q. square
19. Q. B. takes K. Kt.
20. K. Kt. to B. second

Black.

7. B. to K. second
8. Q. Kt. to Q. B. third
9. K. B. to Q. third
10. Q. to K. second (check)
11. Q. Kt. to K. fourth
12. Q. P. one
13. Q. B. takes P. (a)
14. Castles
15. Kt. to Q. sixth (check)
16. Q. to K. sixth
17. K. R. to K. square
18. Kt. to Q. B. eighth
19. Kt. takes K. B.
20. K. Kt. P. takes B.

WHITE RESIGNED THE GAME.

Note to Game CLII.

(a) By advancing his Queen's Pawn, Black would have gained a piece.

GAME CLIII.

Between Messrs. C———E and P———T.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. P. takes P.
7. K. P. one
8. Q. to her Kt. third
9. Castles
10. Q. B. to Q. R. third
11. Q. Kt. to Q. second
12. K. Kt. takes K. P.
13. Q. to Kt. fifth (check)
14. K. R. to K. square (check)
15. B. takes B.
16. Q. takes Q. Kt. P.
17. Q. takes Kt. (check)
18. Kt. to K. fourth
19. Kt. to K. Kt. fifth (check)
20. Q. takes K. P. (check)

Black. (Mr. P—T.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. B. to Q. R. fourth
7. Q. P. one
8. Q. to K. second
9. Q. P. takes P.
10. Q. to K. B. third
11. Q. B. to K. B. fourth
12. Q. Kt. takes Kt.
13. Q. Kt. to Q. B. third
14. Q. B. to K. third
15. K. B. P. takes B.
16. R. to Q. square
17. K. to his B. second
18. Kt. to K. second
19. Q. takes Kt.

BLACK RESIGNED.

This game is played with much spirit and ingenuity by the first player.

GAME CLIV.

Between the same Players.

White. (Mr. C—.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. P. takes P.
7. K. P. one
8. Q. to her Kt. third
9. Castles
10. Q. B. to Q. R. third
11. Q. Kt. to Q. second
12. Q. Kt. to K. fourth
13. Q. B. takes K. Kt.
14. Q. to her Kt. fifth (check)
15. B. to Q. fifth
16. B. takes Kt.
17. Q. takes B.
18. Q. R. to K. square
19. Q. takes Q. B. P.
20. Q. R. takes K. P.
21. K. R. to K. square
22. Kt. to Q. fourth
23. Q. R. to K. third
24. Kt. to K. B. fifth
25. Q. to K. B. fourth
26. Kt. takes K. R. P.
27. Q. R. to K. R. third

Black. (Mr. P—.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. B. to Q. R. fourth
7. Q. P. one
8. Q. to K. second
9. P. takes P.
10. Q. to K. B. third
11. K. Kt. to K. second
12. Q. to K. B. fifth
13. Kt. takes B.
14. Kt. to Q. B. third
15. Castles
16. P. takes B.
17. Q. takes Q. Kt.
18. Q. to her fourth
19. B. to Q. R. third
20. Q. takes Q. R. P.
21. B. to Q. Kt. fourth
22. Q. to Q. B. fifth
23. K. R. P. one
24. Q. to Q. B. fourth
25. K. to R. second
26. P. takes Kt.

WHITE WON THE GAME.

GAME CLV.

By the same Opponents.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. P. takes P.
7. K. P. one
8. Q. to Q. Kt. third
9. Castles

Black. (Mr. P—T.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. B. to Q. R. fourth
7. Q. P. one
8. Q. to K. second
9. P. takes K. P.

White. (Mr. C—E.)

10. Q. B. to Q. R. third
11. Q. Kt. to Q. second
12. Q. B. takes K. Kt.
13. Kt. takes K. P.
14. Q. to her Kt. fifth (check)
15. Q. takes K. B.
16. Kt. takes Kt.
17. Q. R. to K. square
18. R. to K. third
19. Kt. to K. fifth
20. Q. B. P. one
21. K. R. to K. square
22. K. Kt. P. one
23. Q. to Q. B. fifth

Black. (Mr. P—T.)

10. Q. to K. B. third
11. K. Kt. to K. second
12. Q. takes B.
13. Kt. takes Kt.
14. Q. B. P. one
15. Kt. takes K. B.
16. Castles
17. Q. to B. third
18. B. to K. third
19. Q. R. to Q. square
20. Q. R. P. one
21. Q. R. to Q. fifth
22. B. takes Q. B. P.
23. R. to Q. seventh

AND WHITE CHECKMATES IN THREE MOVES.

These three games cannot fail proving of interest to the Amateurs of Chess. They are skilfully played, and serve to exhibit, to great advantage, the ingenious variation at the 7th move of the attack so recently introduced by Mr. C—E.

GAME CLVI.

Played at Goode's Chess Rooms, between Mr. C—E and
Mr. ST—N.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Kt. takes Kt.
5. Q. takes P.
6. Q. to her square
7. K. B. to Q. third
8. Castles
9. Q. Kt. to B. third
10. K. to R. square
11. Q. to K. B. third
12. Q. to K. Kt. third
13. Q. takes Q.
14. K. B. P. one
15. Kt. to K. second
16. Q. B. to Q. second
17. K. B. checks
18. K. Kt. P. one
19. K. R. P. takes P.
20. Q. B. checks

Black. (Mr. ST—N.)

1. K. P. two
2. Q. Kt. to B. third
3. Kt. takes P.
4. P. takes Kt.
5. Kt. to K. second
6. Kt. to his third
7. K. B. to Q. B. fourth
8. Castles
9. Q. P. one
10. Q. to K. R. fifth
11. Q. B. P. one
12. K. B. P. two
13. Kt. takes Q.
14. K. B. P. one
15. K. Kt. P. two
16. Q. B. to Q. second
17. K. to Kt. second
18. P. takes P.
19. Kt. takes K. B. P.
20. K. Kt. to K. fourth

White. (Mr. C—E.)

21. R. takes R.
22. K. to his Kt. second
23. R. to Q. square
24. Q. Kt. P. two
25. B. takes Kt. (check)
26. R. to Q. Kt. square
27. R. takes Q. Kt. P. (check)

Black. (Mr. ST—N.)

21. R. takes R.
22. K. R. P. two
23. Q. B. to K. Kt. fifth
24. K. B. takes Q. Kt. P.
25. Q. P. takes B.
26. K. B. to Q. B. fourth
27. K. to his Kt. third

WHITE RESIGNED THE GAME.

GAME CLVII.

Between the same Competitors.

Black. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. Q. P. two
8. P. takes P.
9. Q. B. to Kt. second
10. Q. P. one
11. K. P. one
12. Q. B. takes P.
13. Q. B. takes K. Kt.
14. Q. Kt. to B. third
15. Q. Kt. to K. fourth
16. Q. to her Kt. third
17. Q. takes Q. B.
18. Kt. to K. Kt. third
19. Q. R. to Q. square
20. Q. to K. fourth
21. Q. takes Kt.
22. Q. to K. R. fourth
23. Q. R. to Q. third
24. K. to R. square
25. Kt. to K. R. fifth
26. Q. R. to K. R. third
27. Q. takes B.
28. R. takes R.
29. Q. takes P. at K. B. sixth (ch.)
30. R. to K. B. third

White. (Mr. C—E.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. B. takes Q. Kt. P.
5. K. B. to Q. R. fourth
6. B. to Q. Kt. third
7. P. takes P.
8. Q. P. one
9. K. Kt. to B. third
10. Q. Kt. to K. second
11. P. takes P.
12. Castles
13. K. Kt. P. takes B.
14. Kt. to K. Kt. third
15. Q. B. to K. Kt. fifth
16. Q. B. takes Kt.
17. K. to his Kt. second
18. K. to his R. square
19. Kt. to K. fourth
20. Kt. takes B.
21. K. R. to Kt. square
22. R. to K. Kt. third
23. Q. to K. Kt. square
24. R. to K. Kt. fourth
25. Q. to K. Kt. third
26. B. takes K. B. P.
27. R. takes Kt.
28. Q. takes R.
29. K. to his Kt. square

WHITE RESIGNED.

GAME CLVIII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 25th.)

White. (M. DE LA B.)

1. K. B. P. two (a)
2. Q. P. two
3. K. P. one
4. K. Kt. to B. third
5. Q. B. P. two
6. K. P. takes P.
7. K. B. takes P.
8. Q. Kt. to B. third
9. Castles
10. K. to R. square
11. Q. B. to K. third
12. K. B. to Q. third
13. K. Kt. to his fifth
14. K. B. to Q. B. second
15. K. B. to Q. Kt. third
16. Kt. takes Kt.
17. Q. to K. second
18. Kt. to K. B. third (c)
19. Q. R. to K. square
20. Q. B. to Q. second
21. B. takes Kt.
22. K. B. takes K. P.
23. K. Kt. P. two
24. Q. P. one
25. Q. to K. Kt. second
26. Kt. to Q. fourth
27. Kt. to Q. B. sixth
28. Q. R. to K. fourth
29. Kt. to Q. fourth
30. Kt. to K. B. fifth
31. K. R. to Q. square
32. Q. R. to Q. fourth
33. Q. R. to Q. second
34. Kt. to K. third
35. Q. to K. B. third
36. Q. R. to Q. third
37. Kt. to K. B. fifth
38. Q. P. takes Q.
39. K. to Kt. square
40. R. takes R.
41. K. P. one

Black. (Mr. M'D.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. Q. Kt. to B. third
5. Q. B. P. takes Q. P.
6. Q. P. takes Q. B. P.
7. K. Kt. to B. third
8. K. B. to K. second
9. Castles
10. Q. R. P. one
11. Q. Kt. P. two
12. Q. B. to Kt. second
13. K. to R. square
14. Q. Kt. to his fifth
15. Q. Kt. to Q. fourth
16. Kt. takes Kt.
17. K. B. P. one (b)
18. Q. to K. square
19. K. B. to Q. third
20. Kt. takes K. B. P.
21. B. takes B.
22. Q. to K. R. fourth
23. Q. to K. R. third
24. Q. R. to K. square
25. Q. R. to K. second
26. K. Kt. P. one
27. Q. R. to Q. B. second
28. K. Kt. P. one
29. K. R. to Q. square
30. Q. to K. B. square
31. Q. R. to Q. B. fourth
32. K. B. to K. fourth
33. Q. R. to Q. B. fifth
34. Q. R. to Q. B. second
35. K. B. to his fifth
36. Q. to Q. third
37. Q. takes B. (d)
38. B. takes Q. (check)
39. R. takes R.
40. R. to Q. B. square
41. R. to K. square

<i>White.</i> (M. DE LA B.)	<i>Black.</i> (Mr. M'D.)
42. R. takes B.	42. K. to Kt. square
43. R. to Q. R. third	43. K. to B. second
44. R. takes Q. R. P.	44. R. to Q. B. square
45. Q. Kt. P. one	45. B. to K. fourth
46. K. R. P. one	46. Q. Kt. P. one
47. K. to Kt. second	47. B. to his fifth
48. K. to B. third	48. B. to K. fourth
49. K. to his fourth	49. B. to his fifth
50. R. to Q. R. seventh	50. B. to K.'s fourth
51. Kt. to K. Kt. seventh (e)	51. R. to K. square
52. Kt. takes R.	52. K. takes Kt.
53. K. to his B. fourth	53. K. to B. second
54. R. to Q. Kt. seventh	

WON BY M. DE LA BOURDONNAIS.

Notes to Game CLVIII.

(a) This opening, so general among the leading players of Paris, has never been duly understood and appreciated by our English Amateurs.

(b) He should, we think, have taken the Queen's Bishop with his Knight.

(c) It is consolatory to players of moderate powers to find that those of the highest rank are not exempt from errors which would raise a smile even among beginners at the game. Through a strange inadvertence, Black, in his last move, left the King's Pawn unguarded, and, still more strangely, his quick-sighted antagonist overlooked the advantage thus presented him of determining the battle.

(d) An ingenious move, but not a sound one.

(e) Well played : threatening to advance the Pawn "to Queen," discovering check with the Rook at the same moment.

PROBLEMS FOR YOUNG PLAYERS.

No. 41.

By J. H. S., Bristol.

<i>White.</i>	<i>Black.</i>
K. at his R.'s square	K. at his Kt.'s third
R. at Q.'s sixth	Q. at her seventh
B. at K. R.'s second	R. at Q. R.'s second
B. at Q.'s fifth	B. at K. R.'s sixth
Pawns at K. R.'s fourth, K. Kt.'s fourth, and K. B.'s sixth	Kt. at K.'s second
	Kt. at K. R.'s third
	Pawns at K.'s fourth, K. B.'s fourth, and K. Kt.'s fourth

White to play, and mate in four moves.

No. 42.

White.

K. at Q. B.'s fifth
 B. at K. Kt.'s seventh
 Kt. at K.'s fourth
 Pawn at Q. R.'s second

Black.

K. at Q. R.'s fourth
 Kt. at K. R.'s seventh
 Pawns at K. Kt.'s sixth, K. B.'s
 seventh, and Q. R.'s third

White, playing first, mates in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 39.

White.

1. Q. to K. B.'s eighth (check)
2. Q. R. P. one
3. K. to R.'s fifth
4. R. P. takes P. (check) (MATE).

Black.

1. R. takes Q.
2. R. to Q. Kt.'s square
3. R. must remove

No. 40.

White.

1. Q. to her third (check)
2. Q. to her fifth (check)
3. R. to K.'s eighth (ch.) (MATE).

Black.

1. K. to his fourth
2. P. takes Q.

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 40.

By G. CONTARELLI.

White.

K. at Q. R.'s second
 Q. at Q. Kt.'s second
 R. at K.'s square
 Kt. at K.'s third
 Pawns at Q. Kt.'s third, and
 Q. R.'s third

Black.

K. at his R.'s square
 Q. at K.'s square
 B. at K. Kt.'s second
 K. at K. R.'s fifth
 Pawns at K. R.'s second, K. Kt.'s
 third, and K. B.'s second

White to win in ten moves.

No. 41.

By ERCOLE DEL RIO.

White.
 K. at Q. Kt.'s second
 Q. at Q. Kt.'s square
 R. at Q.'s sixth
 B. at K.'s fifth
 Kt. at Q. B.'s fourth
 Pawn at Q. Kt.'s fifth

Black.
 K. at Q. R.'s square
 Q. at K.'s second
 R. at Q. Kt.'s second
 B. at Q. Kt.'s third
 Pawns at Q. R.'s second and
 K. B.'s third

White to win in six moves.

No. 42.

By the same.

White.
 K. at K. R.'s square
 Q. at her R.'s square
 R. at Q. B.'s sixth
 B. at K. Kt.'s second
 Kt. at Q. Kt.'s fourth
 Pawn at K. R.'s third

Black.
 K. at Q. Kt.'s square
 Q. at K.'s sixth
 B. at K. B.'s sixth
 Kt. at Q. Kt.'s third
 Pawns at K. Kt.'s fifth, Q.'s fourth,
 and Q. R.'s second

White to win in eight moves.

No. 43.

By PONZIANI.

White.
 K. at his Kt.'s square
 R. at Q. B.'s sixth

Black.
 K. at K. R.'s sixth
 R. at Q. R.'s seventh
 Kt. at K. Kt.'s fifth
 Pawn at K. Kt.'s seventh

White to draw.

No. 44.

By the same.

White.
 K. at K. R.'s seventh
 B. at K.'s square
 Pawns at K. Kt.'s sixth, and K.
 B.'s seventh

Black.
 K. at K. B.'s third
 R. at Q. Kt.'s square
 Kt. at K. Kt.'s seventh
 Kt. at Q.'s fourth

White to draw.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS
In our preceding Number.

No. 48.

White.

1. Q. to Q. R.'s eighth (check)
2. Q. to Q. B.'s sixth
3. R. to K.'s second

Black.

1. Kt. interposes
2. R. to K.'s second

Black must now, to delay the mate, play his Queen to K.'s sixth or eighth square; White takes Q. with R., and mates immediately.

No. 49.

White.

1. R. to K.'s sixth (discov. ch.)
2. Q. to K.'s fourth (check)
3. B. to K.'s fifth (check)
4. B. to Q.'s fourth (discov. ch.)
5. B. to Q. B.'s fifth (check)
6. P. takes R. (check) (MATE).

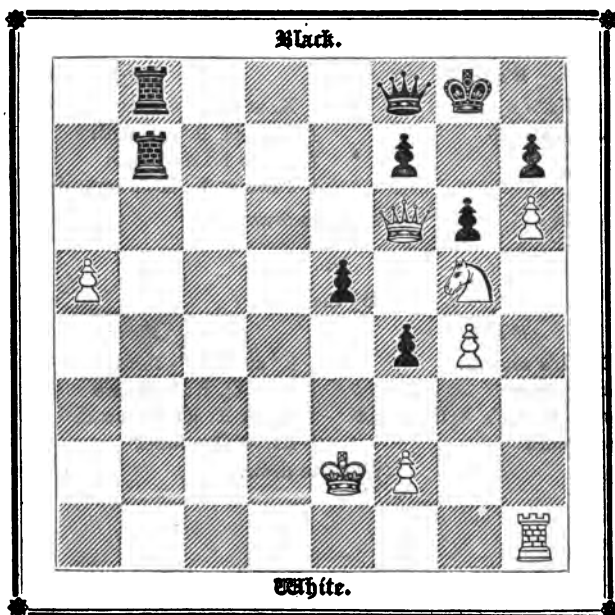
Black.

1. K. takes R.
2. K. to Q.'s third
3. K. to his third
4. K. to Q.'s third
5. R. takes B.

PROBLEM, No. 51.

By Mr. J——B——N, Temple.

White to play, and effect Mate in eleven Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"R. C. M., DALSTON."—The motto on the binding of our First Volume is taken from the opening passage of Vida's "*Scacchiæ Ludus*."

*Ludimus effigiem belli, simulataque veris
Prælia, buxo acies fictas, et ludicra regna.*

"DANICAN."—Mr. Lewis was never the Secretary of the Westminster Chess Club. Apply to the Publisher, through any bookseller.

"T. B., BRIGHTON."—The variations we find will require more examination than we have leisure to bestow this week: we are much indebted to "T. B." for suggesting them.

"A SUBSCRIBER, BRIGHTON."—If our correspondent will favour us with his address, the information desired shall be sent. We shall gladly co-operate with him in his efforts to establish a Chess Club in Brighton.

"E. W., BRISTOL."—We purpose availing ourselves of the packet immediately.

"J. H. S., DURDHAM DOWNS."—The Problem will be found in our present number.

"ANTI-QUACK."—Long experience of the individual has taught us that "Anti-Quack's" statements are not a whit too highly coloured. We regret we cannot find space for them at present.

"AN OLD CHESS PLAYER" suggests the propriety of the Metropolitan Chess Players having a grand meeting during the present season, and liberally proffers to subscribe five guineas towards the purchase of a magnificent set of Indian Chess-men to be played for on the occasion by four of the best players.

"THISTLE."—Mr. Donaldson, of the Edinburgh Chess Club, is unquestionably a fine player; but we are not prepared to believe him so strong as the best Metropolitan players. The "Chess Player's Chronicle" may be obtained through any respectable bookseller at Stirling.

"GLASGOW CHESS CLUB."—The numbers required have been forwarded.

"PANTAGRUEL."—The next great muster of Chess Amateurs will take place, in about three months we believe, at Liverpool.

Our thanks are due to "JACOBUS," "RUY LOPES," "M. G." and "W. B.," for their friendly and flattering gratulations on the appearance of our First Volume.

"QUID-NUNC'S" "Account of the Formation and Dissolution of the Westminster Chess Club," would subject us, as he must be aware, to an action. Divested of many inadmissible personalities, his description would be well deserving a place in our Magazine.

No. 2, of the Model Games, will appear in our next.

THE MORALS OF CHESS.—BY DR. FRANKLIN.

THE Game of Chess is not merely an idle amusement; several very valuable qualities of the mind, useful in the course of human life, are to be acquired and strengthened by it, so as to become habits ready on all occasions; for life is a kind of Chess, in which we have often points to gain, and competitors or adversaries to contend with, and in which there is a vast variety of good and ill events that are, in some degree, the effect of prudence, or of the want of it. By playing at Chess, then, we may learn,

1st, Foresight, which looks a little into futurity, and considers the consequence that may attend an action; for it is continually occurring to the player, "If I move this Piece, what will be the advantage or disadvantage of my new situation? What use can my adversary make of it to annoy me? What other moves can I make to support it, and to defend myself from his attacks?"

2nd, Circumspection, which surveys the whole Chess-board, or scene of action:—the relation of the several Pieces, and their situations; the dangers they are repeatedly exposed to; the several possibilities of their aiding each other; the probabilities that the adversary may make this or that move, and attack this or that Piece; and what different means can be used to avoid his stroke, or turn its consequences against him.

3rd, Caution, not to make our moves too hastily. This habit is best acquired by observing strictly the laws of the game; such as, if you touch a piece, you must move it somewhere; if you set it down, you must let it stand.

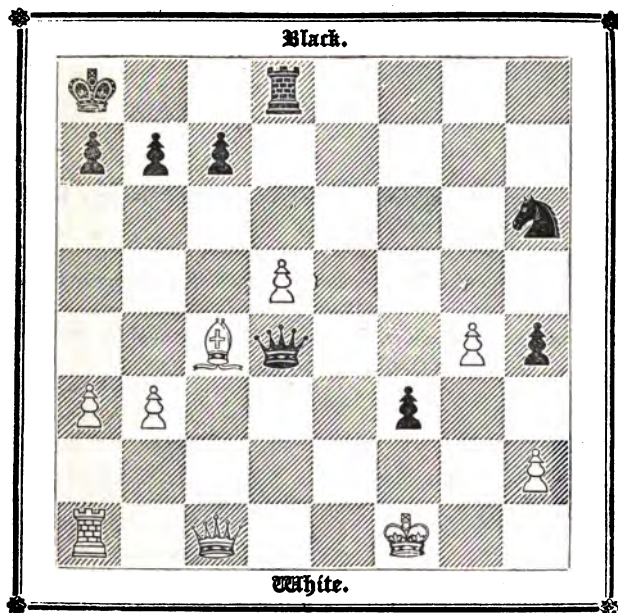
Therefore, it would be the better way to observe these rules, as the game becomes thereby more the image of human life, and particularly of war; in which, if you have incautiously put yourself into a bad and dangerous position, you cannot obtain your enemies' leave to withdraw your troops, and place them more securely; but you must abide all the consequences of your rashness.

And, lastly, we learn by Chess the habit of not being discouraged by present bad appearances in the state of our affairs; the habit of hoping for a favourable chance, and that of persevering in the search of resources. The game is so full of events, there is such a variety of turns in it, the fortune of it is so sudden to vicissitudes, and one so frequently, after contemplation, discovers the means of extricating one's self from a supposed insurmountable difficulty, that one is encouraged to continue the contest to the last, in hopes of victory from our skill; or, at least, from the negligence of our adversary: and whoever considers, what in Chess he often sees instances of, that success is apt to produce presumption and its consequent inattention, by which more is afterwards lost than was gained by the preceding advantage, while misfortunes produce more care and attention, by which the loss may be recovered, will learn not to be too much discouraged by any present successes of his adversary, nor to despair of final good fortune upon every little check he receives in the pursuit of it.

PROBLEM, No. 52.

By Mr. J——B——N, Temple.

This position occurred, in play, to Mr. J——B——N, a distinguished Metropolitan Amateur; Black, having to move, gave Mate in seven Moves.



GAME CLIX.

Between Messrs. C——E and P——T.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. Castles
7. Q. takes P.
8. Q. to her Kt. third
9. K. B. to Q. fourth
10. Q. B. to K. Kt. fifth
11. K. B. takes Q. Kt. (check)
12. Q. Kt. to B. third

Black. (Mr. P—T.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. P. to Q. B. seventh
7. Q. P. one
8. Q. to K. second
9. K. B. to Q. B. fourth
10. K. Kt. to B. third
11. P. takes B.
12. Castles

White. (Mr. C—E.)

13. K. P. one (a)
14. Q. Kt. to K. fourth
15. K. R. to K. square
16. Q. to her B. second
17. K. Kt. to Q. fourth (b)
18. K. Kt. to K. B. fifth
19. K. Kt. takes K. Kt. P.
20. Q. B. takes K. Kt. (check)
21. Kt. to K. Kt. fourth (d)

Black. (Mr. P—T.)

13. Q. P. takes P.
14. Q. B. to Q. R. third
15. Q. R. to Q. Kt. square
16. K. B. to Q. third
17. B. to Q. Kt. second (c)
18. Q. to K. third
19. K. takes Kt.
20. K. to his Kt. square

BLACK ABANDONED THE GAME.

Notes to Game CLIX.

(a) A good move, enabling White to bring the Queen's Knight into immediate co-operation with his other pieces.

(b) Finely played.

(c) The student will observe, that if Black had ventured to take this Knight, he must have lost his Queen

(d) Throughout this game, the attack was sustained by Mr. C—— in a style of almost unexampled brilliancy.

GAME CLX.

Between Messrs. C——E and ST——N.

Black. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Kt. takes P.
5. Kt. to K. B. third
6. Q. B. to K. B. fourth (a)
7. Q. B. to his square
8. K. B. to K. second
9. B. takes B.
10. B. to K. second
11. Castles
12. Q. B. to K. third
13. Q. Kt. to Q. B. third
14. Q. to her second
15. K. B. to Q. Kt. fifth
16. Kt. to Q. fifth
17. Q. B. takes Kt. at Q. fourth
18. Q. to her third
19. Q. takes Kt.
20. Kt. to K. B. fourth

White. (Mr. C—E.)

1. K. P. two
2. Q. P. one
3. P. takes P.
4. Q. B. P. two
5. Q. Kt. to B. third
6. Q. to K. B. third
7. Q. B. to K. Kt. fifth
8. B. takes Kt.
9. Q. Kt. to Q. fifth
10. K. Kt. to K. second
11. Castles
12. K. Kt. to Q. B. third
13. K. R. P. two
14. R. to K. square
15. K. R. P. one
16. Q. to K. Kt. third
17. Kt. takes Q. B. (b)
18. Kt. takes K. B.
19. Q. takes K. P.
20. K. R. P. one

Black. (Mr. ST—N.)

21. Kt. takes K. R. P.
22. Kt. to K. Kt. fifth
23. Kt. to K. B. third
24. Q. R. to K. square
25. R. takes R.
26. Q. to her Kt. third
27. Q. takes K. P. (check)
28. Kt. to K. R. fourth (d)
29. K. Kt. P. one
30. Q. takes K. Kt. P.
31. Kt. to K. B. fifth
32. Q. to Q. square
33. Q. to her third
34. K. B. P. two
35. R. to K. B. second
36. Q. to K. fourth
37. Kt. to K. third

White. (Mr. C—E.)

21. R. to K. third
22. Q. to K. B. fifth
23. K. Kt. P. two
24. B. to K. Kt. second.
25. P. takes R.
26. K. Kt. P. one
27. K. to Q. Kt. square (c)
28. B. takes Q. Kt. P. (e)
29. Q. to Q. seventh
30. B. to Q. fifth (f)
31. B. to K. fourth
32. Q. to K. Kt. fourth
33. Q. to K. Kt. fifth
34. Q. to K. R. sixth
35. Q. B. P. one
36. Q. to K. Kt. fifth

WHITE RESIGNED.

Notes to Game CLX.

- (a) An inconsiderate move.
- (b) Well played. The last few moves have tended much to improve the aspect of White's game.
- (c) King to Queen's square would perhaps have been better play.
- (d) A good move.
- (e) Had he taken the Knight, he must have lost his Rook in two moves.
- (f) He should rather have taken the Q. B.'s Pawn with his Queen.

GAME CLXI.

Between Mr. ST—N and Mr. C—E.

Black. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. to K. second
4. K. B. P. two (b)
5. R. takes B.
6. Q. B. P. one
7. Q. P. one
8. K. P. takes Q. P.
9. Q. Kt. to R. third (c)
10. K. B. takes Kt.
11. Q. B. takes P.
12. K. to Q. second
13. K. to Q. B. square (d)

White. (Mr. C—E.)

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third (a)
4. B. takes K. Kt.
5. Q. Kt. to B. third
6. Castles
7. Q. P. two
8. K. Kt. takes P.
9. K. P. takes K. B. P.
10. Q. takes B.
11. Q. B. to K. B. fourth
12. R. to Q. square
13. B. takes Q. P.

BLACK RESIGNED.

Notes to Game CLXI.

(a) This move is not so good as Q.'s P. one.

(b) He should have taken the K. B.'s P. with his Bishop, checking ; and, if White had taken his Bishop, by checking with the Queen at her Bishop's fifth, he would have gained a piece for the one sacrificed.

(c) This game is very ill played by the first player.

(d) Advancing his Queen's Pawn would have been still more disastrous, as White could have safely taken it with his Knight.

GAME CLXII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 26th.)

Black. (Mr. M'D.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two (a)
5. Q. B. P. one
6. Castles
7. Q. P. two
8. Q. P. takes P.
9. K. B. to Q. Kt. fifth (c)
10. Q. takes B.
11. Q. to K. Kt. third
12. Q. B. to K. Kt. fifth (d)
13. Q. Kt. to R. third
14. Q. B. takes K. Kt.
15. Q. R. to Q. square
16. Q. to K. Kt. seventh
17. B. to Q. B. fourth (f)
18. Q. takes Q. R.
19. B. takes Q.
20. Kt. to Q. B. second
21. K. R. to K. square
22. P. takes P.
23. Kt. to K. third
24. R. takes B.
25. R. to K. R. third
26. R. to R. sixth (check)
27. Q. R. to Q. Kt. square
28. K. B. P. one
29. Q. R. to Q. square
30. K. R. to Q. B. sixth
31. R. takes Q. B. P. (check)

White. (M. DE LA B.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. Q. P. one
7. B. to Q. Kt. third (b)
8. Q. B. to K. Kt. fifth
9. Q. B. takes Kt.
10. Q. P. takes P.
11. Q. to K. B. third
12. Q. to K. third
13. K. Kt. to B. third
14. K. Kt. P. takes B.
15. K. B. to Q. B. fourth (e)
16. K. to his second square
17. Q. R. to K. Kt. square
18. R. takes Q.
19. K. B. P. takes B.
20. R. to Kt. fifth
21. K. B. P. one
22. P. takes P.
23. B. takes Kt.
24. K. to K. third
25. R. to K. Kt. second
26. K. to his second
27. Kt. to Q. square
28. Q. Kt. P. one
29. Kt. to K. B. second (g)
30. R. to K. Kt. square
31. K. to his B. third

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
32. R. takes Q. R. P.	32. R. to Q. B. square
33. Q. R. to Q. seventh	33. Kt. to K. Kt. fourth.
34. Q. R. to Q. B. seventh	

WHITE RESIGNED. (h)

Notes to Game CLXII.

(a) Mr. M'Donnell was so conversant with the different methods of conducting the attack in this brilliant opening, and had practised them so repeatedly with success, that we are surprised to find no instance of "The Evans Gambit" having been played at an earlier stage of his contest with M. De la Bourdonnais.

(b) "P. takes P." would have been better play.

(c) By taking Q.'s Pawn with Pawn, and, if the adversary had taken the Pawn, playing Queen to her Knight's third, Black might have obtained a fine position.

(d) "K. to R.'s square," with the object of advancing the K. B.'s P. two squares, would perhaps have been more effective than the present move.

(e) We should have preferred playing K. to his second.

(f) This part of the game is well played by Black.

(g) Badly played.

(h) The defence of the second player in this *partie* is not to be commended; but it must be borne in mind, that at the period when M. De la Bourdonnais and Mr. M'Donnell played their match, Captain Evans's Gambit was little if at all known to the Parisian Amateurs, and that the present was probably the first occasion on which M. De la Bourdonnais had ever experienced the force of this ingenious opening in the hands of a skilful player.

MODEL GAMES.

No. II.

We are indebted for the following Game, with the Observations appended, to Mr. Cochrane's valuable translation of "The Games on Odds" in the "TRAITE DES AMATEURS." Black gives the Queen's Rook, and plays the King's Gambit. (a)

<i>Black.</i>	<i>White.</i>
1. K. P. two squares	1. The same
2. K. B. P. two squares	2. P. takes P.
3. K. Kt. to B. third square	3. K. Kt. to B. third square (b)
4. K. P. one square	4. K. Kt. to R. fourth square
5. Q. P. two squares	5. Q. P. one square
6. K. B. to Q. B. fourth square	6. Q. B. to ad. K. Kt. fourth sq.(c)

Black.

7. Q. to her third square
8. B. to Q. Kt. third square
9. Castles
10. K. R. P. one square
11. Q. takes B.
12. R. to K. square
13. Q. Kt. to B. third square
14. Q. Kt. to Q. square
15. Q. B. P. one square
16. Q. Kt. to K. B. second square
17. K. B. to Q. B. second square
18. Q. Kt. P. two squares
19. Q. R. P. two squares
20. Q. Kt. P. one square (e)
21. R. to Q. square
22. Q. B. to Kt. second square
23. Q. B. to its square
24. B. to K. square
25. Q. to her square
26. Q. B. to Q. second square
27. Kt. takes P.
28. R. takes Kt.
29. K. to R. square
30. K. B. takes P.
31. K. to R. second
32. Q. B. to K. square
33. K. B. to adv. K. B. fourth sq.
34. B. takes R.
35. Kt. to its square
36. K. to Kt. second square
37. K. to its B. square
38. Q. to her second square
39. Q. takes P.
40. K. to B. second square

White.

7. Q. P. one square (d)
8. Q. B. P. one square
9. K. B. to K. second square
10. B. takes Kt.
11. Kt. to adv. Kt. third square
12. K. Kt. P. two squares
13. Q. Kt. to Q. second square
14. Q. to her Kt. third square
15. Castles with Q. R.
16. Q. Kt. to K. B. square
17. Q. Kt. to K. third square
18. Q. R. to K. Kt. square
19. Q. to her square
20. Q. B. P. one square
21. K. R. P. two squares (f)
22. Q. B. P. one square (g)
23. Q. R. to K. Kt. second square
24. K. R. to Kt. square
25. K. Kt. P. one square
26. Kt. P. takes P.
27. K. Kt. to adv. K. fourth square
28. R. takes Kt. P., checking
29. Q. P. takes R.
30. Q. R. to adv. Kt. third square
31. K. R. to adv. K. Kt. fourth sq.
32. R. to adv. K. third square
33. Q. to K. Kt. square
34. P. takes B.
35. Q. to R. second square, chg.
36. Q. to adv. K. fourth sq., chg.
37. K. Kt. P. one square
38. K. Kt. P. one square, chg.
39. R. takes B., checking
40. Q. to adv. K. third square, giving checkmate.

Notes to Model Game II.

(a) A player who gives his adversary a piece tries commonly to embarrass his opponent by playing that sort of game with which he supposes him least acquainted, and now plays the King's Gambit, which game might easily be lost in spite of the advantage of the Rook, were not the true defence, for a considerable number of moves, to be opposed to it.

(b) Not so good a move as King's Knight's Pawn two squares.

(c) If, instead of playing Queen's Bishop to adversary's King's Knight's

fourth square, you had taken his King's Pawn with your Queen's, Black would have taken your King's Bishop's Pawn, giving check; and, on your taking the Bishop with the King, would have played his Knight to your King's fourth square, winning back his Bishop with a good position.

(d) You have no time to lose in pushing the Queen's Pawn on his Bishop; had you taken his Knight with your Queen's Bishop, by retaking with his Queen he would have won your Knight.

(e) This Pawn is pushed with a view of making an opening on the side you have castled. It would be bad play for you to take, or to allow him to exchange his Knight's Pawn for your Bishop's, as he would then succeed in getting rid of the Pawn which obstructs his pieces.

(f) Pursuing your attack on the adversary's King. It is an almost invariable rule, when the Kings have castled on different sides of the board, for the Pawns opposed to the King to be pushed in advance upon him.

(g) By pushing this Pawn you secure your King from all danger, and nothing will hinder you from pursuing the attack which you have formed upon his.

PROBLEMS FOR YOUNG PLAYERS.

No. 43.

Termination of a Game.

By J. H. S., Bristol.

<i>White.</i>	<i>Black.</i>
K. at Q. Kt.'s square	K. at Q. R.'s fifth
Q. at K.'s fifth	Q. at K. B.'s seventh
R. at K. R.'s fifth	R. at Q. R.'s seventh
B. at K.'s third	R. at K. Kt.'s fourth
Pawns at K. R.'s sixth, K. B.'s seventh, Q. B.'s second, and Q. R.'s seventh	B. at K. R.'s square
	B. at K. R.'s second
	Kt. at Q. R.'s square
	Pawns at K. Kt.'s sixth, Q.'s seventh, Q. Kt.'s third, Q. Kt.'s sixth, and Q. R.'s second

White to move and draw.

No. 44.—By S. A.

<i>White.</i>	<i>Black.</i>
K. at Q. R.'s square	K. at K. Kt.'s square
R. at Q. R.'s seventh	Pawns at K. R.'s fifth, K. Kt.'s fourth, and K. B.'s fifth
B. at Q. Kt.'s fifth	
Kt. at Q.'s seventh	
Pawns at K. R.'s third and K. B.'s third	

White, playing first, mates with his K. B.'s Pawn in six moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
 Published in our last Week's "CHRONICLE."

No. 41.

White.

1. K. B.'s P. one (discov. check)
2. Q. B. takes K. P. (check)
3. K. B.'s P. one, becoming a Kt. (check) (MATE).

Black.

1. K. to Kt.'s second, or (A)
2. K. to his R.'s second

(A)

White.

1. K. B.'s P. one (discov. check)
2. P. one, becoming a Kt. (check)
3. Q. B. takes K. P. (check)
4. R. to Q.'s eighth (check) (MATE).

Black.

1. K. to his R.'s second
2. K. to Kt.'s second (best)
3. K. takes Kt.

No. 42.

White.

1. B. to Q. B.'s third (check)
2. B. to Q. Kt.'s fourth
3. Kt. to Q. B.'s third (check) (MATE).

Black.

1. K. to Q. R.'s fifth
2. Black moves his Kt. or a Pawn.

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 45.

By the Rev. H. BOLTON.

White.

- K. at Q. R.'s sixth
 Q. at K. R.'s seventh
 Kt. at Q. Kt.'s fifth
 Pawns at K. R.'s fourth, K.'s
 third, Q.'s fourth, and Q. B.'s
 seventh

Black.

- K. at his square
 Q. at K. Kt.'s seventh
 R. at Q. B.'s third
 B. at Q. Kt. third
 Pawns at K. Kt.'s second, K. Kt.'s
 third, K.'s third, and Q.'s se-
 cond

White to win in six moves.

No. 46.

By the same.

White.

K. at his R.'s second
 Q. at her third
 R. at K. B.'s eighth
 B. at K.'s eighth
 Pawns at K. R.'s fourth, K. Kt.'s
 third, K. B.'s fourth, and Q.
 Kt.'s sixth

Black.

K. at Q. R.'s square
 Q. at her third
 R. at K. R.'s second
 B. at Q. B.'s third
 Kt. at K. R.'s square
 Pawns at K. R.'s third, K. Kt.'s
 fourth, Q.'s fourth, Q. Kt.'s
 second, and Q. R.'s second

White to win in six moves.

No. 47.

By the same.

White.

K. at his R.'s square
 R. at K. Kt.'s sixth
 B. at K. B.'s second
 B. at K.'s second
 Kt. at K. Kt.'s fifth
 Pawns at K.'s fourth, Q.'s fourth,
 and Q. B.'s fifth

Black.

K. at his B.'s square
 Q. at K.'s square
 R. at Q. Kt.'s square
 Pawns at K.'s second, Q. B.'s
 third, Q. Kt.'s fourth, and Q. R.'s
 fourth

White to win in six moves.

No. 48.

By the same.

White.

K. at his R.'s square
 B. at K.'s second
 Kt. at Q.'s fifth
 Kt. at Q. R.'s sixth
 Pawns at K. R.'s second, Q.'s
 seventh, Q. B.'s sixth, Q. Kt.'s
 fifth, and Q. R.'s fifth

Black.

K. at Q. R.'s square
 R. at K. B.'s square
 B. at Q.'s square
 B. at Q. Kt.'s second
 Pawns at K. R.'s sixth and Q. R.'s
 second

White to win in six moves.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS
In our preceding Number.

No. 50.

White.

1. Q. to K. B. sixth (ch.)
2. K. R. to K. Kt. seventh (ch.)
3. K. R. to K. B. seventh (dis. ch.)
4. Q. to K. Kt. sixth (ch.)
5. Q. to K. R. sixth (ch.)
6. K. R. to K. Kt. seventh (ch.)
7. Q. to K. B. sixth (ch.)
8. Q. to K. B. seventh (ch.)
9. Q. to K. seventh (ch.)
10. Q. R. to Q. B. square (ch.)
11. Q. R. to Q. Kt. square (ch.)
12. Q. to Q. Kt. seventh (ch.)
13. Q. R. to Q. square (ch.)
14. Q. to Q. B. sixth (ch.)
15. Q. to K. B. sixth (ch.)
16. Q. to K. Kt. sixth (ch.)
17. K. R. to K. B. seventh (ch.)
18. K. R. takes K. B. P. (dis. ch.)
19. K. R. to K. B. seventh (ch.)
20. K. R. to Q. seventh (dis. ch.)
21. Q. to K. Kt. seventh (ch.)
22. Q. to K. fifth (ch.)
23. Q. to K. seventh (ch.)
24. Q. to K. B. seventh (ch.)
25. Q. to K. B. sixth (ch.)
26. K. R. to K. Kt. seventh (ch.)
27. K. R. takes K. Kt. P. (dis. ch.)
28. K. R. to K. Kt. seventh (ch.)
29. K. R. to K. B. seventh (dis. ch.)
30. Q. to K. Kt. sixth (ch.)
31. Q. to K. R. sixth (ch.)
32. K. R. to K. Kt. seventh (ch.)
33. Q. to K. B. sixth (ch.)
34. Q. R. to K. square (ch.) (a)
35. Q. to K. B. seventh (ch.)
36. Q. to K. seventh (ch.)
37. Q. to Q. seventh (ch.)
38. Q. R. to Q. Kt. square (ch.)
39. Q. to Q. sixth (ch.)
40. K. R. to Q. B. seventh (ch.)

The Black's moves are not given, as they are all forced.

(a) Black is compelled to interpose his Bishop.

White.

41. Q. to Q. B. fifth
42. K. R. to Q. B. eighth (ch.)
43. K. Kt. P. two
44. K. R. to Q. B. seventh (ch.)
45. K. Kt. P. one
46. K. R. to Q. B. eighth (ch.)
47. K. R. P. one
48. K. R. to Q. B. seventh (ch.)
49. K. Kt. P. one
50. K. R. to Q. B. eighth (ch.)
51. K. R. P. one
52. K. R. to Q. B. seventh (ch.)
53. K. Kt. P. one
54. K. R. to Q. B. eighth (ch.)
55. K. R. P. one
56. K. R. to Q. B. seventh (ch.)
57. K. to Kt. second
58. K. R. to Q. B. eighth (ch.)
59. K. to R. third
60. K. R. to Q. B. seventh (ch.)
61. K. to Kt. fourth
62. K. R. to Q. B. eighth (ch.)
63. K. to R. fifth
64. K. R. to Q. B. seventh (ch.)
65. K. to Kt. sixth
66. K. R. to Q. B. eighth (ch.)
67. K. to R. seventh
68. K. R. to Q. B. seventh (ch.)
69. K. to R. eighth
70. R. to Q. B. eighth (ch.)
71. K. R. P. one
72. Q. to Q. Kt. sixth (ch.)
73. Q. to Q. B. seventh (ch.)

The Black's moves are not given, as they are all forced.

BLACK IS COMPELLED TO TAKE THE QUEEN, AND HIS ROOK GIVES
CHECKMATE.

No. 51.

We are much concerned at finding, since the appearance of this Problem, that, according to the arrangement of the pieces on the Diagram, mate may be postponed beyond the given number of moves. We subjoin the Problem in an amended form, and shall take occasion to publish a corrected Diagram of it in a future number.

Problem, No. 51.—By Mr. J—— B——N, Temple.

Black.

K. at his Kt.'s square
Q. at K. B.'s square

White.

K. at his second
Q. at K. R.'s sixth

Black.

R. at Q. Kt.'s square
 R. at Q. Kt.'s second
 Pawns at K. R.'s second, K. Kt.'s
 third, K. B.'s second, K. B.'s
 fifth, and K.'s fourth

White.

R. at K. R.'s square
 Kt. at K. Kt.'s fifth
 Pawns at K. Kt.'s fourth, K. B.'s
 sixth, K. B.'s second, and Q.
 R.'s fifth

Black to move, and mate in eleven moves.

SOLUTION.

Black.

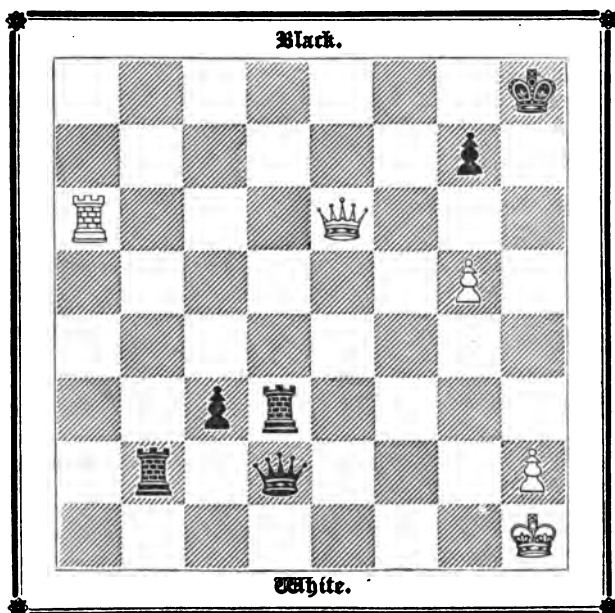
1. K. R. to Q. Kt.'s seventh (ch.)
2. R. takes K. B.'s P. (check)
3. Q. R. checks
4. Q. to her B.'s fourth (check)
5. R. to Q. Kt.'s seventh (check)
6. Q. to K.'s sixth (check)
7. Q. takes Kt. (check)
8. Q. takes R. (check)
9. Q. takes Q. (check)
10. R. checks
11. K. R. P. one (check) (MATE).

White.

1. K. to his B.'s square (best)
2. K. to Kt.'s square (best)
3. K. takes K. R.
4. K. to his Kt.'s second
5. K. to R.'s third
6. Kt. interposes (best)
7. K. to his R.'s fourth
8. K. to Kt.'s fifth
9. K. takes Q.
10. K. to Kt.'s fifth

PROBLEM, No. 53.—By Mr. CLEMENCE.*

White to mate in five Moves.



* This Problem originally appeared in a French periodical.

NOTICES TO CORRESPONDENTS.

CHESS.

"J. W. B."—Winning a game does not entitle a player to the privilege of moving first in the following game. In the "Laws of Chess," published in Mr. Lewis's works on the game, it is laid down that "Where no odds are given, the players must draw lots for the first move; after the first game the move belongs alternately to each player. If the game be *drawn*, the player who began that game has the first move of the next."

"F. W. C., HALIFAX."—Many thanks for the welcome packet; the contents shall appear forthwith. We have not yet had time to examine the game, but will do so next week.

"E. C., HALIFAX."—In the variation upon our Game, No. 132, it appears to us that "E. C." has not given to White the strongest move for his defence. At the twenty-second move, his interposition of the Queen's Bishop we think disadvantageous, and should suggest the following line of play, as better calculated to ensure him victory:—

*White.**Black.*

21. Q. B. takes K. Kt. P. (check)

21. K. or Q. takes B.

22. K. Kt. P. one

22. Kt. to K.'s fourth (disc. check).

23. K. to R.'s square, &c. &c.

"J. B., TEMPLE."—The two skilful positions received shall appear immediately.

"W. M—N, ETON."—The law relating to Castling is as follows:—"The King is not allowed to castle in four particular cases: first, if he have moved; secondly, if he be in check; thirdly, if any of the squares over which he must move when he castles should be within the range of some of the adversary's pieces; and fourthly, if the Rook with which he intended to Castle, should have previously moved. A player who Castles, in either of these cases, is obliged to recal his move, and his adversary has the option of forcing him to move either his *King* or his *Rook*."—We should gladly oblige our courteous communicant by showing the most scientific methods of checkmating with two Bishops, and with a Bishop and Knight, but want of space forbids.

"G. LE—R—."—The First Volume of "THE CHRONICLE" may be had, in any coloured cloth. Apply to the Publisher.

CAÏSSA,
OR
THE GAME OF CHESS.
A POEM.

BY SIR W. JONES.

With Illustrative and Explanatory Notes.

OF armies on the chequer'd field array'd,
And guiltless War in pleasing form display'd;
When two bold Kings contend with vain alarms,
In ivory this, and that in ebon arms,—
Sing, sportive maids, that haunt the sacred hill
Of Pindus, and the fam'd Pierian rill!
Thou, joy of all below and all above,
Mild Venus, Queen of Laughter, Queen of Love.
Leave thy bright island, whereon many a rose
And many a pink thy blooming train repose.
Assist me, goddess! since a lovely pair
Command my song, like thee, divinely fair.

Near yon cool stream, whose living waters play,
And rise translucent in the solar ray;
Beneath the covert of a fragrant bow'r
Where Spring's soft influence purpl'd ev'ry flow'r,
Two smiling nymphs reclin'd in calm retreat,
And envying blossoms crowded round their seat.
Here Delia was enthron'd, and by her side
The sweet Sirena, both in beauty's pride.
Thus shine two roses, fresh with early bloom,
That from their native stalk dispense perfume:
Their leaves unfolding to the dawning day.
Gems of the glowing mead and eyes of May.

A band of youths and damsels sat around,
Their flowing locks with braided myrtle bound:
Agatis, in the graceful dance admir'd,
And gentle Thyrsis, by the muse inspir'd;
With Sylvia, fairest of the mirthful train;
And Daphnis, doom'd to love, yet love in vain.
Now, whilst a purer blush o'erspreads her cheeks,
With soothing accents thus Sirena speaks:

"The meads and lawns are ting'd with beamy light,
 And wakeful larks begin their vocal flight;
 Whilst on each bank the dew-drops sweetly smile,
 What sport, my Delia, shall the hours beguile?
 Shall heav'nly notes, prolong'd with various art,
 Charm the fond ear and warm the rapt'rous heart?
 At distance shall we view the sylvan chace;
 Or catch with silken lines the finny race?"

Then Delia thus: "Or rather, since we meet
 By chance, assembled in this cool retreat,
 In artful contest let our warlike train
 Move well directed o'er the colour'd plain.
 Daphnis, who taught us first, the play shall guide,
 Explain its laws, and o'er the field preside:
 No prize we need our ardour to inflame,—
 We fight with pleasure if we fight for fame!"

The nymph consents: the maids and youths prepare
 To view the combat, and the sport to share;
 But Daphnis most approv'd the bold design,
 Whom Love instructed and the tuneful Nine:
 He rose, and on the cedar table plac'd
 A polish'd board,* with different colours grac'd.
 Squares eight times eight in equal order lie;
 These bright as snow, those dark with sable dye:
 Like the broad target by the tortoise borne,
 Or like the hide by spotted panthers worn.
 Then from a chest, with harmless heroes stor'd,
 O'er the smooth plain two well wrought hosts he pour'd.
 The champions burn'd their rivals to assail,
 Twice eight in black, twice eight in milk-white mail:
 In shape and station different, as in name;
 Their motions various, nor their pow'r the same.
 Say, Muse (for Jove has nought from thee conceal'd)
 Who form'd the legions on the level field?

* The Asiatic and African Chess-boards are of a single colour, divided into squares; and indeed the distinction of colours, though it facilitates the playing, is otherwise superfluous. Lewis the XIIIth, of France, had a Chess-board quilted with wool, with a point at the bottom of each Piece, to enable him to play when riding in a carriage. Don John, of Austria, had a chamber, in which was a chequered pavement of black and white marble; upon this, living men moved under his direction, according to the Laws of Chess. The Arabians play at Chess by marking out squares on the ground; and using pebbles, of different sizes and colours, for the Pieces and Pawns.

High in the midst the rev'rend Kings * appear,
 And o'er the rest their pearly scepters rear :
 One solemn step, majestically slow,
 They gravely move, and shun the dang'rous foe ;
 If e'er they call, the watchful subjects spring,—
 And die with rapture if they save their King !
 On him the glory of the day depends :
 He once imprison'd, all the conflict ends.
 The Queens † exulting, near their consorts stand,
 Each bears a deadly falchion in her hand.
 Now here, now there they bound with furious pride,
 And thin the trembling ranks from side to side ;
 Swift as Camilla flying o'er the main,
 Or lightly skimming o'er the dewy plain :
 Fierce as they seem, some bold plebeian spear
 May pierce their shield, or stop their full career !

The valiant guards, their minds on havoc bent,
 Fill the next square and watch the royal tent :
 Tho' weak their spears, tho' dwarfish be their height,
 Compact they move, the bulwark of the fight. ‡

To right and left the martial wings display
 Their shining arms, and stand in close array.
 Behold four archers § eager to advance,
 Send the light reed, and rush with sidelong glance ;
 Thro' angles ever they assault the foes,
 True to the colour which at first they chose.

(To be continued in our next Number.)

* The KING appears to have been always so called, by every writer and in every country.

† The QUEEN was called by the French, and after them the English, during the middle ages, *Fierce*, *Fierges*, *Feers*, derived from the Persian word *Phers* or *Phirsen*—a minister, vizier, counsellor, or general ;—by the Russians and Poles it is sometimes called *The Old Woman*, or *Nurse*. In some of the eastern games the power of this Piece was very limited, being only allowed to move from square to square, and never to be further than two from the King.

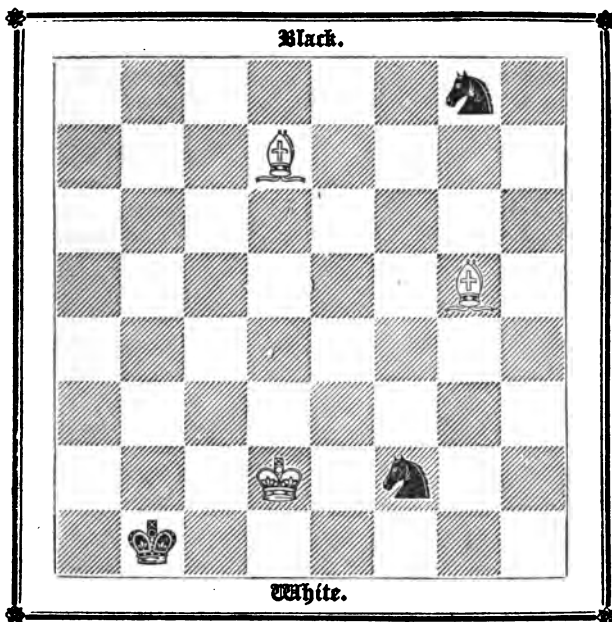
‡ The chief art in the tactics of Chess consists in the nice conduct of the Royal Pawns ; in supporting them against every attack ; and, if they are taken, in supplying their places with others equally supported : a principle on which the success of the game in a great measure depends.

§ The BISHOP was, by the old English writers, called *Alphyn*, *Aufsyn*, and *Alfin* ; and by the old French romancers, *Aufin*, and sometimes *Fol*. Rabelais calls it the *Archer* ; the Germans *Lauffer*, the hound or runner ; the Spaniards *Alfin*, derived from the Arabic word *fil* or *phil*, the name of this Piece on the Eastern Chess-board, which signifies an *elephant*.

PROBLEM, No. 54.

By Mr. J—— B——N, Temple.

White to move and win.



GAME CLXIII.

Played at Goode's Chess Rooms, between Mr. J——B——N and Mr. ST——N; Mr. ST——N giving the Pawn and two Moves.

(White's K. B.'s P. must be taken from the board.)

Black. (Mr. B—N.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. B. P. one
5. P. takes P.
6. Q. Kt. to B. third
7. Q. R. P. one
8. Q. to K. R. fifth (check)
9. Q. to K. fifth
10. K. Kt. to K. second
11. Q. to K. Kt. third
12. K. P. one

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White. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. P. takes P.
5. K. B. checks
6. K. Kt. to K. second
7. K. B. to Q. R. fourth
8. K. Kt. P. one
9. Castles
10. Q. Kt. to Q. B. third
11. Q. P. two
12. K. Kt. to K. B. fourth

Black. (Mr. B—N.)

13. K. B. takes Kt.
14. Castles
15. Q. B. to K. third
16. K. B. P. two
17. Q. R. to Q. B. square
18. Q. R. to Q. B. second
19. Q. Kt. P. one
20. Q. R. to Q. R. second
21. Q. Kt. to Q. R. fourth
22. Q. Kt. to Q. B. fifth
23. K. R. to Q. square
24. Q. B. to his square
25. Q. R. to Q. B. second
26. Q. to her third
27. Q. takes Kt. (a)
28. B. to K. third
29. K. R. to Q. B. square
30. Q. R. takes B.
31. Q. R. to Q. B. second
32. K. Kt. P. one
33. K. to R. square
34. Q. takes Q. Kt. P.
35. Q. R. to Q. Kt. second (b)
36. B. takes B.
37. R. takes R.
38. Q. takes Q.
39. R. takes P.
40. K. to K. Kt. second
41. K. to R. third
42. R. to Q. Kt. seventh (check)
43. K. to K. R. fourth (d)
44. K. to Kt. fifth
45. K. to K. B. sixth
46. K. takes K. P.
47. R. to Q. Kt. third
48. K. to Q. sixth
49. K. P. one
50. K. P. one
51. R. to Q. Kt. fifth

White. (Mr. ST—N.)

13. K. R. takes B.
14. Q. R. P. one
15. K. B. to Q. B. second
16. Q. Kt. P. two
17. Kt. to Q. R. fourth
18. Kt. to Q. B. fifth
19. Kt. takes Q. R. P.
20. Q. Kt. P. one
21. Q. R. P. one
22. K. B. to Q. Kt. third
23. Q. R. to Q. R. second
24. Kt. to Q. Kt. fourth
25. Q. R. to Q. B. second
26. Kt. takes Q. P.
27. Q. to K. second
28. Q. B. to Q. R. third
29. Q. B. takes Kt. at K. seventh
30. K. R. to K. B. square
31. K. R. to Q. B. square
32. Q. R. to Q. B. third
33. Q. R. P. one
34. Q. R. P. takes P.
35. B. takes Kt.
36. R. takes B.
37. Q. takes R.
38. R. takes Q. (c)
39. K. R. P. two
40. R. to Q. B. seventh (check)
41. K. to B. second
42. K. to B. square
43. R. takes P. (check)
44. R. to K. Kt. seventh (e)
45. K. to K. square
46. K. to Q. square
47. Q. P. one
48. K. to Q. B. square
49. R. to K. seventh
50. R. to K. eighth

WHITE ABANDONED THE GAME.

Notes to Game CLXIII.

(a) Had he taken the Knight with his King's Knight, White would have taken the Queen's Knight with the Rook, having by far the better game.

(b) We should have preferred taking the Pawn with the Queen; and then, if White had taken the Knight with his Bishop, playing Queen to her Knight's fifth.

(c) Up to this point, the game was extremely well contested, and, with equal care on both sides, it must have terminated as a drawn battle; the concluding moves, however, were very negligently played by White, and he deservedly lost the game.

(d) Well played; by giving up the Pawn, Black was enabled to bring his King into powerful co-operation with the Rook.

(e) He should rather, we believe, have moved forward his Queen's Pawn.

GAME CLXIV.

Between the same Competitors; at the same odds.

(White's K. B's. P. must be removed from the board.)

Black. (Mr. B—N.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. K. P. one
5. Q. B. P. one
6. K. B. P. two
7. K. Kt. to B. third
8. Castles
9. Q. Kt. to Q. R. third
10. Q. Kt. to Q. B. fourth
11. Q. Kt. to K. third
12. K. P. takes P. *en passant*
13. Q. to Q. B. second
14. K. B. takes K. Kt. P.
15. K. B. takes K. R. P. (check)
16. Q. B. takes P.
17. Q. B. takes B.
18. B. to K. fourth
19. B. takes Kt.
20. Kt. to K. fifth
21. Q. to K. second
22. R. takes R.
23. Q. R. to K. square
24. Q. takes B.
25. R. takes Q.
26. K. Kt. P. two
27. K. to K. Kt. second
28. K. to K. B. third
29. K. R. P. two

White. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. K. Kt. P. one
5. Q. Kt. to B. third
6. K. Kt. to R. third
7. K. B. to K. second
8. Castles
9. Q. R. P. one
10. Q. Kt. P. two
11. Q. P. two (a)
12. K. B. takes P.
13. Q. B. P. takes Q. P.
14. P. takes Q. Kt.
15. K. to R. square
16. K. B. takes K. B. P.
17. R. takes B.
18. B. to Q. Kt. second
19. B. takes B.
20. B. to K. fifth
21. Q. to K. Kt. fourth
22. Q. takes R.
23. Q. takes Kt.
24. Q. takes Q.
25. R. to K. square
26. K. to K. Kt. second
27. K. P. one
28. Kt. to K. B. second
29. K. to his B. third

<i>Black.</i> (Mr. B—N.)	<i>White.</i> (Mr. ST—N.)
30. R. to K. second	30. Kt. to Q. third
31. Q. Kt. P. one	31. R. to Q. B. square
32. R. to Q. B. second	32. Q. R. P. one
33. K. to K. third	33. R. P. one
34. R. to K. B. second (check)	34. K. to his Kt. third
35. R. to Q. B. second	35. Q. R. P. one
36. K. to his B. third	36. R. to K. B. square (check)
37. K. to his third	37. R. to K. B. fifth
38. R. to Q. second	38. Kt. to K. B. second (b)
39. R. to K. Kt. second	39. Kt. to K. R. third
40. K. Kt. P. one	40. Kt. to B. fourth (check)
41. K. to Q. third	41. Kt. takes K. R. P.
42. R. to K. second	42. K. to his B. fourth
43. Q. B. P. one	43. R. to K. B. sixth (check)
44. K. to Q. second	44. Q. Kt. P. one
45. R. to K. third (c)	45. R. to B. seventh (check)
46. R. to K. second	46. R. to K. B. fifth
47. Q. B. P. one	47. Kt. to K. B. sixth (check)
48. K. to Q. square	48. R. to Q. fifth (check)
49. K. to Q. B. square	49. R. to Q. fourth
50. Q. B. P. one	50. Kt. to Q. fifth
51. R. to K. Kt. second	51. R. to Q. B. fourth (check)
52. K. to Q. second	52. R. takes Q. B. P.

BLACK RESIGNED.

Notes to Game CLXIV.

(a) White would have played injudiciously had he taken the K. B.'s P. with his Rook.

(b) A better move than playing the Kt. to K.'s fifth.

(c) He could not have advanced his Q. B.'s P. without losing it, by White's playing his Rook to Q. B.'s sixth.

GAME CLXV.

Played between Mr. R. A. B., of Leeds, and another Amateur, at the Wakefield Chess Meeting, November 8th, 1841.

<i>White.</i> (Mr. R. A. B.)	<i>Black.</i> (Mr. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. K. Kt. to B. third
7. Q. P. two	7. Q. P. one

White. (Mr. R. A. B.)

8. K. Kt. to Kt. fifth
9. K. B. P. two
10. Q. B. to K. third
11. K. R. to K. square
12. R. takes Kt.
13. Q. to K. R. fifth
14. Kt. takes K. B. P.
15. Q. takes R. (check)
16. R. to K. Kt. third
17. R. takes Q. B.
18. Q. takes Q.
19. K. to R. square
20. Kt. takes P.

Black. (Mr. —.)

8. Castles
9. B. to Q. Kt. third
10. Kt. to K. Kt. fifth
11. Kt. takes Q. B.
12. P. takes Q. P.
13. K. R. P. one
14. R. takes Kt.
15. K. to his R. square
16. Q. B. to K. Kt. fifth
17. Q. to K. B. third
18. P. takes Q.
19. P. takes P.

BLACK RESIGNED.

GAME CLXVI.

Brilliant Game, won by Mr. C—E of Mr. St—N.

White. (Mr. C—E.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Q. P. two
6. Q. takes P.
7. K. B. takes Q. P.
8. B. takes K. B. P. (check)
9. Castles
10. Q. B. takes P.
11. Q. takes B. (check)
12. K. P. one
13. Q. to K. R. fourth
14. R. takes Kt.
15. Q. to K. B. second
16. K. R. to K. B. fourth
17. Q. Kt. to Q. B. third
18. Q. Kt. to K. fourth
19. Q. Kt. to K. B. sixth (check)
20. Q. to K. R. fourth
21. Q. P. one
22. Kt. takes Kt. (check, and discovering check)
23. Q. takes R. P. (check)
24. Kt. to K. seventh (check)
25. Q. takes Q.

Black. (Mr. St—N.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. P. takes Kt.
6. Q. P. two
7. Q. B. P. one
8. K. takes B.
9. K. B. to R. third (a)
10. K. B. takes B.
11. K. Kt. to K. B. third
12. K. R. to K. Kt. square
13. K. to his square
14. Q. B. to K. Kt. fifth
15. Q. Kt. to Q. second
16. Q. B. P. one
17. Q. Kt. to his third
18. Q. B. to K. third
19. K. to his second
20. K. R. to Kt. third
21. Kt. takes Q. P.
22. K. to Q. second
23. K. to Q. B. third
24. Q. takes Kt.

BLACK RESIGNED.

Note to Game CLXVI.

(a) He might have taken the Queen's Pawn, checking.

GAME CLXVII.

Between the same Competitors.

Black. (Mr. ST—N.)

1. K. P. two
2. Q. B. P. one
3. K. Kt. to B. third
4. K. Kt. takes K. P.
5. Q. P. two
6. Q. Kt. to Q. second
7. Q. Kt. takes K. Kt.
8. Q. B. to K. B. fourth
9. Q. B. takes B.
10. K. B. to K. B. fourth
11. K. B. to Q. Kt. fifth
12. Castles
13. K. B. to Q. R. fourth
14. Q. B. to K. third
15. K. B. P. two
16. K. R. takes P.
17. K. B. to Q. Kt. third
18. Q. B. to K. B. second
19. K. B. takes B.
20. Q. to her third
21. K. R. to K. R. third
22. Q. to K. B. third
23. K. R. to K. R. fifth
24. Q. B. P. one
25. Q. Kt. P. one
26. Q. R. to K. B. square
27. Q. R. P. two
28. Q. P. one
29. Q. B. takes Q. R. P.
30. R. takes R.
31. K. to his B. second
32. Q. to her third
33. Q. to K. second
34. Q. P. one

White. (Mr. C—E.)

1. K. P. two
2. Q. P. two
3. K. Kt. to B. third (a)
4. K. Kt. takes K. P.
5. K. B. to Q. third
6. Castles
7. P. takes Kt.
8. K. B. takes Kt.
9. Q. Kt. to B. third
10. Q. B. to K. third
11. Q. Kt. to K. second
12. Q. B. P. one
13. Q. Kt. to K. Kt. third
14. K. B. P. two
15. K. P. takes P. *en passant*
16. K. B. P. one
17. Q. to her third
18. K. to R. square
19. Q. takes B.
20. Q. R. to K. square
21. Q. to K. B. fourth
22. Q. R. to K. fifth
23. Q. to K. third
24. K. R. to K. square
25. Q. to K. B. third
26. Q. R. to K. seventh
27. Q. R. to its seventh
28. Q. R. to its eighth
29. K. R. to K. eighth
30. R. takes R. (check)
31. Q. to Q. R. eighth
32. R. to K. Kt. eighth
33. Kt. to K. second

WHITE ABANDONED THE GAME.

Note to Game CLXVII.

(a) White would have played ill, the young player may be told, in taking the K.'s Pawn, because his adversary, by checking with his Queen, would have gained a Pawn in return, having also a better position.

GAME CLXVIII.

Played at the Chess Meeting, held at Wakefield, November 8th, 1841,
between the Honorary Secretary of the Leeds Chess Club, and
Mr. Noyes, of Nottingham.

<i>White.</i> (Hon. Sec.)	<i>Black.</i> (Mr. N—.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. Q. P. two
3. K. P. takes P.	3. P. takes P.
4. K. Kt. to B. third	4. K. B. to Q. third
5. K. B. checks	5. Q. B. P. one
6. P. takes P.	6. P. takes P.
7. B. to Q. B. fourth	7. K. Kt. to B. third
8. Q. to K. second (check)	8. K. B. to K. second
9. Q. P. one	9. Castles
10. Q. B. takes P.	10. K. B. to Q. B. fourth
11. Q. Kt. to B. third	11. Q. to her Kt. third
12. Castles on Q.'s side	12. K. R. to K. square
13. Q. to her second	13. K. Kt. to his fifth
14. Q. Kt. to Q. R. fourth	14. Q. to her Kt. fifth
15. Kt. takes K. B.	15. Q. takes Kt.
16. K. R. to K. B. square	16. Q. B. to K. third
17. Q. R. to K. square	17. Q. Kt. to Q. second
18. B. takes B.	18. R. takes B.
19. R. takes R.	19. P. takes R.
20. K. R. P. one	20. K. P. one
21. P. takes Kt.	21. P takes B.
22. Q. takes P.	

AND THE GAME WAS ULTIMATELY WON BY WHITE.

GAME CLXIX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 27th.)

<i>White.</i> (M. DE LA B.)	<i>Black.</i> (Mr. M'D.)
1. K. B. P. two	1. Q. P. two
2. Q. P. two	2. Q. B. P. two
3. K. P. one	3. Q. Kt. to B. third
4. K. Kt. to B. third	4. K. Kt. to B. third
5. Q. B. P. two	5. Q. B. to K. Kt. fifth
6. Q. B. P. takes P.	6. B. takes Kt.
7. Q. takes B.	7. Q. takes P.
8. Q. takes Q.	8. K. Kt. takes Q.
9. K. B. to Q. Kt. fifth	9. P. takes Q. P.

White. (M. DE LA B.)

10. K. P. takes P.
11. Q. Kt. to R. third
12. B. takes Q. Kt.
13. Q. B. to K. third
14. Castles on Q.'s side
15. Kt. to Q. B. fourth (a)
16. B. takes Kt.
17. K. R. to K. square
18. K. R. to K. sixth
19. Q. R. to K. square
20. R. takes R.
21. K. B. P. one
22. R. takes R.
23. K. to Q. B. second
24. K. to Q. third
25. K. to K. fourth
26. Kt. to Q. second
27. K. to Q. third
28. Kt. to K. B. third
29. K. R. P. two (c)
30. K. to his fourth
31. Kt. to Q. second
32. Kt. to Q. Kt. third (check)
33. Kt. to Q. R. fifth (check)
34. Kt. to Q. B. sixth (check)
35. Kt. to R. fifth (check)
36. Kt. to B. sixth (check)
37. Kt. to Q. R. fifth
38. Kt. to Q. Kt. third (check)
39. Kt. to Q. second (check)
40. Q. Kt. P. one
41. K. to Q. fifth
42. Kt. to Q. B. fourth
43. Kt. to Q. Kt. second
44. K. to his fourth
45. Kt. to Q. square
46. K. to his third
47. K. to his second
48. Kt. to K. third
49. Kt. to Q. B. fourth (e)
50. K. to Q. square
51. Kt. to Q. R. fifth
52. P. takes P.
53. Kt. to Q. B. fourth

Black. (Mr. M'D.)

10. K. Kt. to Q. Kt. fifth
11. Castles
12. Kt. takes B.
13. Kt. takes Q. P.
14. K. P. two
15. K. B. to Q. B. fourth
16. K. P. takes B.
17. K. B. P. one
18. K. R. to K. square
19. R. takes R.
20. K. to Q. second (b)
21. R. to K. square
22. K. takes R.
23. K. to Q. second
24. K. to Q. B. third
25. K. to Kt. fourth
26. K. to Kt. fifth
27. B. to Q. third
28. B. to K. fourth
29. K. to Q. B. fourth
30. K. R. P. two
31. Q. Kt. P. two
32. K. to Q. B. fifth
33. K. to Kt. fifth
34. K. to B. fifth
35. K. to Kt. fifth
36. K. to B. fourth
37. Q. Kt. P. one
38. K. to B. fifth
39. K. to Kt. fourth
40. Q. R. P. two
41. B. to K. B. fifth (d)
42. Q. P. one
43. Q. P. one
44. B. to K. fourth
45. B. to K. Kt. sixth
46. B. to K. eighth
47. K. to Q. B. fourth
48. K. to Q. fifth
49. K. to Q. B. sixth
50. Q. R. P. one
51. P. takes P.
52. B. takes K. R. P.
53. B. to K. Kt. fourth (f)

WHITE ABANDONED THE GAME.

Notes to Game CLXIX.

(a) La Bourdonnais would have done better, we believe, by taking the Pawn at once.

(b) A good move.

(c) If White had taken the Q.'s Pawn, his opponent would doubtless have taken his Pawn in preference to exchanging the pieces.

(d) Well played.

(e) It would have been imprudent of White to have checked with his Knight at Q. B.'s second, and then exchanged his Knight for the Bishop and Pawn, because his adversary must have gained the Pawns on the Queen's side immediately.

(f) This game is played by Mr. M'Donnell throughout with great spirit and judgment.

PROBLEMS FOR YOUNG PLAYERS.

No. 45.

By R. A. B., Leeds.

<i>White.</i>	<i>Black.</i>
K. at his second	K. at his fifth
Q. at K. Kt.'s sixth	Q. at her B.'s sixth
R. at Q. R.'s seventh	B. at K.'s fourth
Pawns at K. B.'s second, K. Kt.'s	B. at K. B.'s fourth
third, Q. B.'s fourth, Q. Kt.'s	Pawns at K.'s sixth, and Q.'s
fourth, and Q. Kt.'s third	second

White to play, and give mate in three moves.

No. 46.

By the same.

<i>White.</i>	<i>Black.</i>
K. at Q. R.'s second	K. at his Kt.'s square
R. at K. B.'s square	Q. at K. R.'s fourth
R. at K. B.'s sixth	R. at K.'s square
B. at Q. B.'s third	Pawns at K. R.'s third and K. Kt.'s
Pawns at K. R.'s second, K. Kt.'s	fourth
second, Q. Kt.'s second, and	
Q. R.'s third	

White, playing first, mates in seven moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 43.

White.

1. R. to K. R.'s fourth (check)
2. K. B.'s P. one, becoming a Q.,
and checking
3. B. to Q. B.'s fifth (check)
4. Q. takes Q. (check)
5. R. to Q. R.'s fourth (check)

Black.

1. K. to Q. R.'s sixth (best)
2. Q. takes Q.
3. Q. takes B.
4. R. takes Q.
5. K. takes R.

And White, being unable to move any piece, is stalemated.

No. 44.

White.

1. Kt. to K. B.'s sixth (check)
2. K. to Q. Kt.'s second
3. K. B.'s P. takes P.
4. P. one
5. P. one
6. P. to K. Kt.'s seventh (check)
(MATE).

Black.

1. K. to his R.'s or B.'s square
2. Kt.'s P. one
3. P. one
4. P. one
5. P. one, becoming a Queen

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 49.

By the Rev. H. BOLTON.

White.

- K. at Q. B.'s third
- Q. at her second
- R. at K.'s fifth
- B. at K. Kt.'s seventh
- Kt. at Q. B.'s fourth
- Pawn at Q.'s third

Black.

- K. at Q. Kt.'s eighth
- Q. at K.'s eighth
- R. at K. B.'s third
- B. at K.'s square
- Pawns at K. B.'s second, and K.'s
third

White to win in six moves.

No. 50.

By Mr. LEWIS.

White.

K. at Q. Kt.'s square
 Q. at K.'s sixth
 R. at K. Kt.'s square
 Pawns at K. B.'s fifth, K.'s fifth,
 Q. Kt.'s second, and Q. R.'s
 third

Black.

K. at his Kt.'s second
 R. at K. R.'s square
 R. at Q. R.'s fifth
 B. at K.'s second
 Kt. at Q.'s fourth
 Pawns at K. R.'s fourth, K. Kt.'s
 fourth, K. B.'s third, and Q. B.'s
 third

White to win in seven moves.

No. 51.

AUTHOR UNKNOWN.

White.

K. at his R.'s square
 Q. at K.'s fifth
 B. at K. Kt.'s second
 B. at Q.'s eighth
 Pawns at K. R.'s fourth, K. B.'s
 second, and Q. Kt.'s fourth

Black.

K. at Q. R.'s third
 R. at K. R.'s fourth
 R. at K. Kt.'s square
 Kt. at K. B.'s square
 Kt. at K.'s fifth
 Pawns at Q. B.'s third, and Q.
 Kt.'s second

White to win in eight moves.

No. 52.

By M. DE MANTEUFEL.

White.

K. at his R.'s square
 R. at K. R.'s sixth
 R. at K. Kt.'s second
 B. at K. B.'s sixth
 Kt. at K. B.'s fifth
 Pawns at K. Kt.'s fourth, and K.
 B.'s third

Black.

K. at his R.'s sixth
 Pawns at K. R.'s second, K. R.'s
 fifth, and K. R.'s seventh

White to compel Black to mate with the Pawn, which stands on Black
 K. R.'s second square, in five moves.

No. 53.

By ERCOLE DEL RIO.

White.

K. at his R.'s square
 Q. at her square
 R. at K. B.'s square

Black.

K. at his B.'s second
 Q. at her square
 R. at K. R.'s square

<i>White.</i>	<i>Black.</i>
R. at Q. R.'s square	R. at Q. R.'s square
B. at Q. Kt.'s square	B. at K.'s second
Kt. at K. B.'s third	B. at Q. B.'s square
Kt. at Q. Kt.'s square	Kt. at K. Kt.'s square
Pawns at K. R.'s second, K. Kt.'s second, K.'s fourth, Q.'s fourth, Q. B.'s second, Q. Kt.'s second, and Q. R.'s second	Kt. at Q. B.'s third
	Pawns at K. R.'s second, K. Kt.'s second, K.'s fourth, Q.'s second, Q. B.'s second, Q. Kt.'s second, and Q. R.'s second

White to win in eight moves.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS
In our preceding Number.

No. 52.*

<i>Black.</i>	<i>White.</i>
1. Kt. to K. B.'s fourth	1. K. Kt.'s P. takes Kt. (best)
2. R. to K. Kt.'s square	2. K. to his square (best)
3. R. to K. Kt.'s eighth (check)	3. B. interposes
4. Q. to Q.'s sixth	4. K. to his B.'s second (best)
5. R. to Kt.'s seventh (check)	5. B. takes R. or (A)
6. Q. to K.'s seventh (check)	6. K. to Kt.'s square
7. Q. takes B. (check) (MATE).	

(A)

<i>Black.</i>	<i>White.</i>
5. R. to Kt.'s seventh (check)	5. K. to his square
6. R. to K.'s seventh (check)	6. B. takes R.
7. Q. takes B. (check) (MATE).	

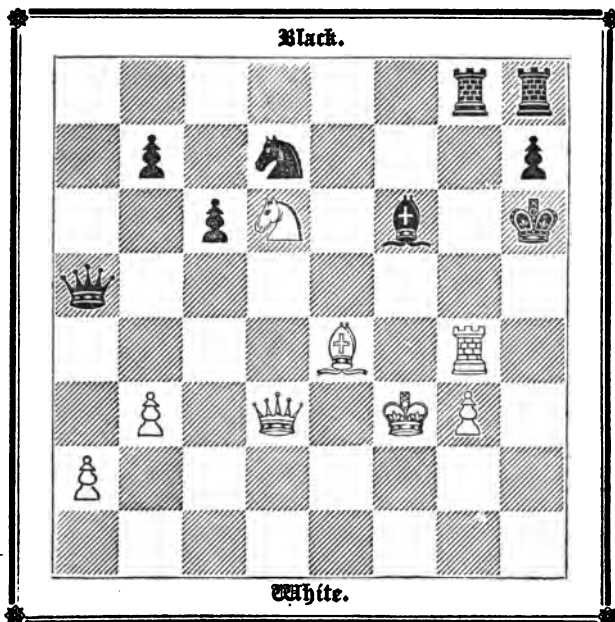
No. 53.

<i>White.</i>	<i>Black.</i>
1. Q. to K.'s eighth (check)	1. K. to R.'s second
2. R. to K. R.'s sixth (check)	2. P. takes R.
3. K. Kt. P. one (check)	3. K. to his Kt.'s second
4. Q. to K. B.'s seventh (check)	4. K. to R.'s square
5. Q. to K. B.'s eighth (ch.) (MATE).	

* This position occurred some months since in a game between Messrs. B—n and Dr. S—t; a gentleman present at the time, who wrote down the termination of the game, suggests that *White's K.'s Rook's Pawn* should be placed at the R.'s third square, this trifling alteration certainly enhances the difficulty and beauty of the stratagem, and we recommend the reader, before looking at the Solution, to amend the position of the Pawn, and then attempt to solve the Problem.

PROBLEM, No. 55.

White to mate in five Moves.



NOTICES TO CORRESPONDENTS.

"J. G. B., FORGE CANONBIE."—In the position received, Black appears to have the better game. He has a Pawn more than his adversary, and, having the move, may at once play his Rook into the enemy's quarters.

"MUZIO."—Advancing the *Q. Kt.'s Pawn one square* is the variation which the writer mentioned has nonsensically designated the "Mc.Donnell-Muzio;" B. therefore, is right.

"PALAMEDES."—We are apprehensive that a letter with this signature has been mislaid.

"VOX."—If a player capture one of his own pieces with another, his adversary may compel him to move either of the two.

"F. W. C., HALIFAX."—We regret that the report of the Wakefield Chess-Meeting arrived too late for our last number.

"R. A. B., LEEDS."—Thanks for the acceptable budget.

"E. W., BRISTOL."—The problems shall appear in an early number.

"J. B., TEMPLE."—J. B. will perceive that we have lost no time in availing ourselves of his ingenious contributions.

"R. M."—M. Zytogorski is a native of Poland.

"S. G., PAMPHILON'S."—Apply to Mr. Hastings, Publisher, Carey St.

"WAKEFIELD CHESS MEETING."—We have to acknowledge our obligations to three or four correspondents, who have favoured us with reports of this interesting assemblage of Chess Players, and regret that our arrangements compel us to postpone the account of it until next week.

CAÏSSA,
OR
THE GAME OF CHESS.
A POEM.

BY SIR W. JONES.

With Illustrative and Explanatory Notes.

(Continued from page 48.)

THEN four bold Knights * for courage fam'd and speed,
Each Knight exalted on a prancing steed :
Their arching course no vulgar limit knows,
Transverse they leap, and aim insidious blows ;
Nor friends nor foes their rapid force restrain,
By one quick bound two changing squares they gain ;
From varying hues renew the fierce attack,
And rush from black to white, from white to black.
Four solemn elephants † the sides defend ;
Beneath the load of pond'rous tow'rs they bend :
In one unalter'd line they tempt to fight ;
Now crush the left, and now o'erwhelm the right.
Bright in the front the dauntless soldiers ‡ raise
Their polish'd spears : their steelly helmets blaze.
Prepar'd they stand, the daring foe to strike,
Direct their progress, but their wounds oblique.

* The KNIGHT has been always so called upon the European Chess-boards. It is probable, that it was represented, in the earliest ages, as a *Knight mounted on his Charger*. The natives of India frequently made it so in their large sets. Hence, in modern times, it has been termed the *Horse* ; and the figure of a horse's head is often used for the Piece.

† The ROOK. The name of this Piece is to be deduced from the *Rat'h* of the old Hindoo Game of Chess ; which was an *armed chariot*. This the Persians changed into *Rokh* ; which signifies a *valiant Hero seeking after Military Adventures*. The term *Castle* may have arisen from confounding the old French word *Roc* with *Rocca*, a fortress ; and the European form of the Piece may have been copied, in part, from the *Elephant and Castle* on his back. The English, French, Spaniards, and Italians have retained the *castle* only ; the Danes, Germans, and Indians have adopted the *elephant* without the *castle* ; the Russians make it in the form of a *boat*.

‡ The PAWNS appear to have been always so called among ourselves ; which name is probably derived from *Pedones*, a barbarous Latin term for *foot soldiers*, which, in this game, are represented by the Pawns. By the Italians they are now called *Pedone*, by the Spaniards *Peones*. The Russians and Poles make them also *foot soldiers*. The Germans, Danes, and Swedes have converted them into *Peasants*. In the Romance of the Rose they are called *Garçons*.

Now swell th' embattl'd troops with hostile rage,
 And clang their shields, impatient to engage ;
 When Daphnis thus : a vary'd plain behold,
 Where Fairy Kings their mimic tents unfold,
 As Oberon and Mab, his wayward Queen,
 Lead forth their armies on the daisy'd green :
 No mortal hand the wond'rous sport contriv'd,—
 By gods invented, and from gods deriv'd.
 From them the British nymphs receiv'd the game,
 And play each morn beneath the crystal Thame.
 Hear then the tale which they to Colin sung,
 As idling o'er the lucid wave he hung :—
 A lovely Dryad rang'd the Thracian wild,
 Her air enchanting and her aspect mild :
 To chace the bounding hart was all her joy,—
 Averse from Hymen and the Cyprian boy ;
 O'er hills and vallies was her beauty fam'd,
 And fair *Caissa* was the damsel nam'd.
 Mars saw the maid ; with deep surprize he gaz'd,
 Admir'd her shape, and ev'ry gesture prais'd :
 His golden bow the child of Venus bent,
 And through his breast a piercing arrow sent.
 The reed was Hope, the feathers keen Desire,
 The point her eyes, the barbs ethereal fire.
 Soon to the nymph he pour'd his tender strain :
 The haughty Dryad scorn'd his am'rous pain.
 He told his woes where'er the maid he found,
 And still he press'd, yet still *Caissa* frown'd :
 But e'en her frowns (ah ! what might smiles have done !)
 Fir'd all his soul, and all his senses won !
 He left his car, by raging tigers drawn,
 And lonely wander'd o'er the dusky lawn ;
 Then lay desponding near a murm'ring stream,
 A fair *Caissa* was his plaintive theme !
 A Naiad heard him from her mossy bed,
 And through the crystal rais'd her placid head,
 Then mildly spake : “ O thou whom love inspires,
 Thy tears will nourish, not allay thy fires !
 The smiling blossoms drink the pearly dew,
 And rip'ning fruit the feather'd race pursue ;
 The scaly shoals devour the silken weeds,
 Love on our sighs and on our sorrow feeds.
 Then weep no more ; but ere thou canst obtain
 Balm to thy wounds, and solace to thy pain,
 With gentle art thy martial look beguile ;
 Be mild, and teach thy rugged brow to smile.—

Canst thou no play, no soothing game devise,
To make thee lovely in the damsel's eyes ?
So may thy prayers assuage the scornful dame,
And e'en *Caissa* own a mutual flame."

"Kind Nymph," said Mars, "thy counsel I approve ;
Art, only art, her ruthless breast can move ;—
But when ? or how ? thy dark discourse explain :
So may thy stream ne'er swell with gushing rain !
So may thy waves in one pure current flow,
And flow'rs eternal on thy border blow !"

To whom the maid reply'd, with smiling mien :
"Above the palace of the Paphian queen
Love's brother dwells,—a boy of graceful sort,
By gods nam'd Euphron, and by mortals, Sport ;
Seek him ; to faithful ears unfold thy grief,
And hope, ere morn return, a sweet relief :
His temple hangs below the azure skies—
Seest thou yon argent cloud ? 'Tis there it lies."
This said, she sunk beneath the liquid plain,
And sought the mansion of her blue-hair'd train.
Meantime the god, elate with heartfelt joy,
Had reach'd the temple of the sportful boy :
He told *Caissa's* charms, his kindled fire,
The naiad's counsel, and his warm desire.—
"Be swift," he added, "give my passion aid ;
A god requests."—He spake, and Sport obey'd :
He fram'd a tablet, of celestial mold,
Inlaid with squares of silver and of gold ;
Then of two metals form'd the warlike band,
That here compact in show of battle stand :
He taught the rules that guide the pensive game,
And call'd it *Cassa*, from the dryad's name
(Whence Albion's sons, who most its praise confess,
Approv'd the play, and nam'd it thoughtful * *Chess*).

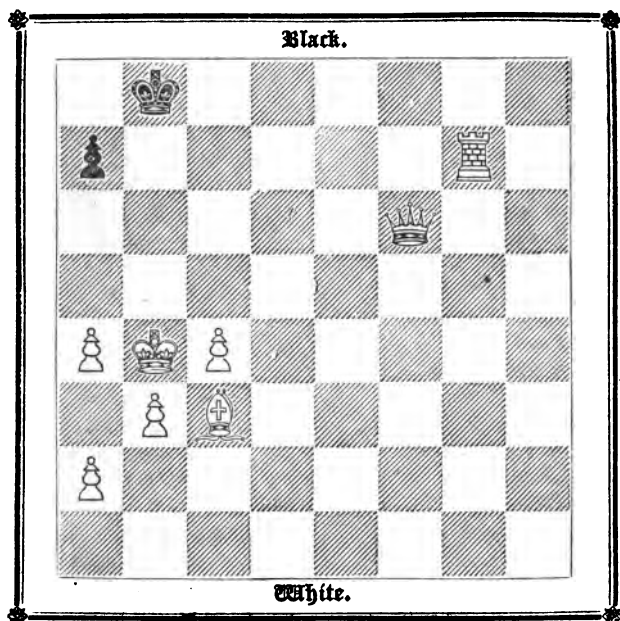
(To be continued in our next Number.)

* The Game of Chess has been immemorially known in Hindostan by the name of *Chaturanga*, or the Four Members of an Army ; viz. elephants, horses, chariots, and foot-soldiers. By a corruption of the pure *Shanscrit* word, it was changed by the old Persians into *Chatrang* ; but the Arabs, who soon after took possession of their country, having neither the initial nor the final letter of that word in their alphabet, further altered it into *Shatranj*, or the King's Distress, which found its way into modern Persia, and, at length, into the dialects of India, where the true derivation of the name is known only to the learned : and thus has a very significant word in the sacred language of the Brahmins been transformed, by successive ages, into *Azedrez*, *Scacchi*, *Echecs*, and *Chess*.

PROBLEM, No. 56.

By Mr. S — Ad — s.

White, playing first, compels Black to mate him in seven Moves.



GAME CLXX.

Finely contested Game, between Mr. J — B — N and Mr. St — N;
the latter giving the odds of a Pawn and two Moves.

(Black's K. B.'s P. must be taken from the board.)

White. (Mr. B — N.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. K. P. one
5. K. R. P. two
6. K. R. P. one
7. K. to his B. square
8. K. R. P. takes P.
9. P. to K. Kt. seventh
10. Q. to K. R. fifth (check)
11. Q. B. to K. Kt. fifth (check)
12. K. Kt. to B. third

Black. (Mr. St — N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. K. Kt. P. one
5. Q. B. P. takes P.
6. Q. to her R. fourth (check)
7. Q. takes K. P.
8. K. R. P. one
9. Q. takes P.
10. K. to Q. square
11. K. to Q. B. second
12. Q. Kt. to B. third

White. (Mr. B—N.)

13. Q. Kt. to R. third
14. Q. Kt. P. takes B.
15. Q. B. to K. B. fourth (ch.) (a)
16. Q. to her Kt. fifth
17. Q. B. to K. Kt. third
18. K. R. to R. fifth
19. Q. to her B. fifth
20. K. to his Kt. square (b)
21. R. takes K. P. (c)
22. R. takes K. Kt.
23. R. to K. B. third
24. Q. to Q. fifth
25. R. takes R. (e)
26. R. to K. square
27. R. to K. fourth
28. K. B. P. one (f)
29. Q. B. to K. B. second
30. K. B. takes R.
31. Q. to K. Kt. eighth
32. Q. B. to K. R. fourth
33. K. to B. second
34. Q. B. to K. Kt. third
35. K. to his B. square
36. K. B. takes Kt.
37. Q. B. interposes
38. Q. to K. Kt. seventh (check)
39. Q. takes P. at her fourth
40. Q. to K. R. eighth (check)
41. Q. to R. seventh (check)
42. K. to his second
43. B. to K. B. second (check)
44. Q. to Q. R. seventh
45. K. to Q. square
46. B. to K. square
47. Q. to K. seventh
48. K. to Q. B. square
49. K. to Q. second
50. Q. to Q. B. seventh (check)

Black. (Mr. ST—N.)

13. K. B. takes Q. Kt.
14. K. Kt. to B. third
15. Q. P. one
16. K. Kt. to Q. fourth
17. K. R. to K. B. square
18. Q. R. P. one
19. K. Kt. to K. sixth (check)
20. K. P. one
21. R. takes Kt.
22. R. to K. B. third (d)
23. Q. Kt. P. one
24. Q. to K. B. square
25. Q. takes R.
26. B. to Q. second
27. Q. Kt. P. one
28. R. to K. square
29. R. takes R.
30. Q. to K. fourth
31. Kt. to Q. square
32. Kt. to Q. B. third
33. Q. to K. B. fifth
34. Q. to K. sixth (check)
35. Q. takes Q. R. P.
36. Q. to Q. B. eighth (check)
37. B. takes K. B.
38. K. to Q. B. square
39. Q. P. one
40. K. to Q. Kt. second
41. K. to Q. Kt. third
42. Q. to K. B. fifth
43. K. to Q. R. fourth
44. Q. to Q. B. fifth (check)
45. Q. Kt. P. one
46. B. to Q. Kt. fourth
47. Q. to Q. fifth (check)
48. Q. to Q. R. eighth (check)
49. Q. takes Q. R. P.
50. K. to Q. R. fifth

WHITE RESIGNED.

Notes to Game CLXX.

(a) White could not have taken the K. R.'s P. with his Bishop, at this point, without loss; *ex. gr.*

White.

- | | | |
|------------------|---|---|
| B. takes R.'s P. | - | - |
| B. takes Q. | - | - |
| P. takes Kt. | - | - |

Black.

- | |
|--------------------------|
| Kt. takes Q. |
| Kt. checks |
| R. takes R. (check), &c. |

(b) If White had taken the Knight with his Pawn, he must have lost at least a piece.

(c) Finely played.

(d) Black might here have changed off some pieces, and have doubled the Pawns on his opponent's K. Kt.'s file by taking the Bishop with his Rook.

Black.

R. takes B. - -
Q. takes R. - -
Q. Kt.'s P. takes Q. -

White.

R. takes R. (his best move)
Q. takes Kt. (check)
K. B. P. takes Q.

(e) The first player now overlooked an opportunity of obtaining a decided advantage: he should have taken the Queen's Pawn with his Queen (check).

(f) R. to K. B.'s fourth would have been better play.

GAME CLXXI.

Between Messrs. ST—N and COCHRANE.

White. (Mr. C—.)

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. Q. P. one
5. Castles
6. P. takes P.
7. K. B. takes Kt.
8. Q. Kt. to Q. B. third
9. K. Kt. to his fifth
10. Q. takes Q.
11. Q. B. to K. third
12. K. Kt. to K. fourth
13. K. Kt. takes K. B. (check)
14. K. B. P. two
15. K. B. P. takes K. P.
16. Kt. to K. fourth
17. Kt. to K. Kt. fifth
18. K. R. to K. B. second
19. Kt. to K. B. third
20. Q. R. to K. B. square
21. Kt. to Q. second
22. K. R. to K. B. sixth
23. Kt. to K. fourth
24. K. R. takes R.
25. Kt. to K. B. sixth (check)
26. Kt. takes Kt.
27. K. R. P. two

Black. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. Q. P. two
6. K. Kt. takes P.
7. Q. takes B.
8. Q. to K. third
9. Q. to K. Kt. fifth
10. Q. B. takes Q.
11. K. B. to Q. third
12. Q. B. to K. third
13. Q. B. P. takes Kt.
14. K. B. P. one
15. K. B. P. takes P.
16. Q. R. to Q. square
17. Q. B. to K. Kt. square
18. K. R. P. one
19. K. Kt. P. two
20. K. R. to his second
21. K. R. to K. B. second
22. Kt. to K. second
23. Kt. to Q. fourth
24. B. takes R.
25. K. to his second
26. B. takes Kt.
27. K. Kt. P. takes P.

<i>White.</i> (Mr. C—.)	<i>Black.</i> (Mr. ST—N.)
28. B. to K. B. second	28. R. to K. Kt. square
29. B. takes P. (check)	29. K. to Q. second
30. K. Kt. P. one	30. R. to K. Kt. third
31. Q. R. P. one	31. Q. Kt. P. two
32. K. to K. B. second	32. Q. R. P. two
33. K. to his third	33. B. to K. third
34. R. to K. B. eighth	34. K. to Q. B. third
35. R. to Q. R. eighth	35. Q. R. P. one
36. R. to Q. R. sixth (check)	36. K. to Q. fourth
37. Q. Kt. P. one	37. Q. R. P. takes P.
38. Q. B. P. takes P.	38. B. to Q. second
39. Q. Kt. P. one	39. R. to K. Kt. fifth
40. R. to Q. R. eighth	40. K. to his third
41. R. to K. B. eighth	41. R. to K. Kt. third
42. R. to Q. R. eighth	42. B. to his third
43. R. to Q. B. eighth	43. K. to Q. fourth
44. R. to K. B. eighth	44. R. to K. Kt. second
45. R. to K. B. sixth	45. K. R. P. one
46. R. to K. R. sixth	46. B. to K. square
47. R. to K. R. eighth	47. B. to K. Kt. third
48. R. to Q. Kt. eighth	48. K. to Q. B. third
49. B. to Q. eighth	49. R. to K. Kt. square
50. R. to Q. Kt. sixth (check)	50. K. to Q. second
51. B. to K. R. fourth	51. R. to Q. R. square
52. R. to Q. Kt. seventh (check)	52. K. to Q. B. third
53. R. to K. Kt. seventh	53. B. to K. B. fourth
54. R. to K. Kt. fifth	54. B. to K. Kt. fifth
55. R. to K. Kt. sixth	55. R. takes Q. R. P.
56. B. to K. seventh	56. R. takes Q. P. (check)
57. K. takes R.	57. B. to K. B. fourth (check)

WHITE RESIGNED.

GAME CLXXII.

Played at Goode's Chess Rooms, between Mr. W. W——TTS and the President of the Liverpool Chess Club.

<i>White.</i> (Mr. W.)	<i>Black.</i> (Mr. M.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. Q. P. one
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. K. B. to Q. Kt. third
7. K. R. P. one	7. K. Kt. to B. third
8. Q. Kt. to B. third	8. Castles

White. (Mr. W.)

9. Castles
10. Q. P. one
11. K. P. one
12. K. Kt. takes P.
13. Q. B. to K. B. fourth
14. K. Kt. P. two
15. Q. Kt. P. takes B.
16. K. B. to Q. Kt. third
17. K. B. P. one
18. Q. to her third
19. Q. R. P. two
20. K. B. to Q. square
21. Q. takes Q. Kt.
22. Q. takes Kt.
23. Q. R. to Q. square
24. Q. takes Q. B. P.
25. Q. R. to Q. sixth
26. Q. R. to Q. eighth
27. R. takes K. R. (check)
28. R. to Q. square
29. Q. to her sixth (check)
30. Kt. to Q. B. sixth
31. Kt. checks
32. R. to Q. third
33. K. to Kt. second
34. K. Kt. P. one
35. B. takes P.
36. Q. to her fourth

Black. (Mr. M.)

9. K. R. P. one
10. Q. Kt. to K. second
11. P. takes P.
12. Q. Kt. to K. B. fourth
13. K. B. to Q. fifth
14. K. B. takes Q. Kt.
15. Q. Kt. to Q. third
16. K. Kt. to K. fifth
17. K. Kt. takes Q. B. P.
18. Q. Kt. to Q. Kt. fourth
19. Q. Kt. to Q. fifth
20. K. Kt. takes K. B.
21. Kt. to Q. B. sixth
22. Q. takes Q. P.
23. Q. to K. third
24. Q. Kt. P. one
25. Q. to Q. R. seventh
26. Q. B. to K. third
27. K. takes R.
28. Q. takes Q. R. P.
29. K. to his Kt. square
30. Q. to Q. Kt. sixth
31. K. to R. second
32. Q. to her Kt. eighth (check)
33. Q. R. P. two
34. R. P. takes P.
35. K. Kt. P. one

BLACK ABANDONED THE GAME.

MODEL GAMES.

No. III.

We are indebted for this Game to Mr. Cochrane's entertaining work.

(Black gives the odds of the Queen's Rook, which must be taken from the board.)

Black.

1. K. P. two squares
2. K. B. P. two squares
3. K. P. takes P.
4. K. Kt. to B. third square (a)
5. K. Kt. to adv. K. fourth sq.
6. K. B. to Q. B. fourth square

White.

1. The same
2. Q. P. two squares
3. Q. takes P.
4. K. P. one square (b)
5. K. Kt. to R. third square (c)
6. Q. to her third square

Black.

7. Q. Kt. to B. third square
8. Q. P. two squares
9. Q. Kt. to K. second square
10. B. takes B.
11. Q. B. P. two squares
12. K. to B. second square
13. Q. to Kt. third square
14. B. P. takes Kt.
15. K. to B. square
16. Q. R. P. one square
17. K. R. P. one square
18. Q. B. takes Kt.
19. Kt. to Kt. third square
20. Kt. to adv. R. fourth square
21. Q. to K. third square
22. Kt. to B. fourth square
23. Q. Kt. P. two squares
24. K. to B. second square
25. K. Kt. P. one square
26. R. to Kt. square
27. K. R. P. one square
28. Q. R. P. one square
29. Kt. to adv. K. third square
30. Kt. takes R.
31. Q. Kt. P. one square
32. Q. R. P. takes P.
33. Q. P. one square
34. Q. B. P. one square
35. R. takes P.
36. Q. takes Q.
37. K. takes R.
38. K. P. one square
39. K. to Kt. second square
40. Q. P. one square
41. K. to B. square
42. Q. B. P. one square
43. K. to Kt. square

White.

7. K. B. P. two squares
8. Q. B. P. one square
9. Q. B. to K. third square
10. Q. retakes
11. B. checks at adv. Q. Kt. fourth square
12. Q. Kt. to Q. second square
13. Q. Kt. takes Kt.
14. Kt. to adv. Kt. fourth square, checking
15. Q. to K. second square
16. B. to R. fourth square
17. Kt. to R. third square
18. P. takes B.
19. K. R. to B. square
20. Castles
21. Q. to K. Kt. fourth square
22. K. R. to Kt. square (*d*)
23. B. to Q. B. second square
24. Q. R. to Q. second square (*e*)
25. Q. R. to K. Kt. second square
26. P. on K. R. file one square
27. Q. to adv. Kt. fourth square
28. B. to Q. square
29. B. takes adv. K. R. P.
30. R. takes Kt.
31. P. takes P.
32. B. to Q. square (*f*)
33. K. R. advanced P. one sq.
34. P. on R. file takes Kt. P., chg.
35. Q. takes R., checking (*g*)
36. R. takes Q.
37. B. to K. Kt. fourth square
38. K. B. P. one square, checking
39. B. to adv. R. fourth square
40. K. B. P. one square, checking
41. K. P. one square
42. K. P. one square, checking
43. P. goes to Q., and will mate in two moves.

Notes to Model Game III.

(a) Queen's Knight to Bishop's third square would be a better move, as it brings out a piece and forces the adverse Queen to retire.

(b) Queen's Bishop to adv. King's Knight's fourth square would not have been a bad move.

(c) If, instead of playing Knight to Rook's third square, you play Queen's Bishop to King's third square, he might play Queen's Knight to Bishop's third square, and would gain a Pawn.

(d) Instead of playing the King's Rook, it would have been better play to sacrifice the Queen's Rook by taking the Queen's Pawn, and then take the Knight, giving check, after which the game will be won in a few moves, viz.—

White.

22.

23. Q. takes R.

If the Q. interposes, there is mate in four moves; therefore—

24. K. to Kt. square.

to prevent the loss of the Queen, which would be won if the King was played to its second square.

Black.

22. R. takes Q. P.

23. Q. takes Kt. checking

24. R. to Q. square and will win.

(e) The Queen's Rook might still have been sacrificed for the Queen's Pawn.

(f) King's Bishop's Pawn one square would have been much better.

(g) It would have been better to move Bishop to adversary's King's Rook's fourth square.

PROBLEMS FOR YOUNG PLAYERS.

No. 47.

By R. A. B.

White.

K. at his R.'s second

Q. at Q. R.'s eighth

B. at K. B.'s fourth

Kt. at Q.'s fifth

Pawns at K. Kt.'s second and

K. Kt.'s third

Black.

K. at his B.'s square

Q. at K.'s third

Kt. at K.'s square

Pawns at K. R.'s second, K. Kt.'s third, and K. B.'s second

White to mate in five moves.

No. 48.

White.

K. at Q. R.'s square

R. at K. B.'s square

R. at Q. Kt.'s fifth

B. at Q.'s square

Pawns at Q. R.'s third, Q. Kt.'s fourth, and Q. B.'s sixth

Black.

K. at Q. R.'s square

R. at K. R.'s square

R. at K.'s square

Kt. at Q. R.'s third

Pawns at Q. R.'s second, K. R.'s fifth, K. Kt.'s sixth, and K.'s sixth

White to mate in five moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 45.

White.

1. B. P. one (check)
2. R. to Q. seventh (check)
3. Q. mates.

Black.

1. K. to Q. fifth
2. K. B. takes R., or Q. B. interposes

No. 46.*

White.

1. K. Kt. P. two
2. K. R. to Kt.'s sixth (check)
3. K. R. to Kt.'s seventh (check)
4. R. takes Kt. P. (discov. check)
5. B. takes Q. (check)
6. B. takes R. (check)
7. Q. R. mates.

Black.

1. Q. takes P. (best)
2. K. to R.'s second
3. K. to R.'s square
4. Q. interposes (best)
5. R. interposes
6. K. to R. second

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 54.

By ERCOLE DEL RIO.

White.

- K. at his Kt.'s second
Q. at K. B.'s square
R. at Q. R.'s sixth
Kt. at K. Kt.'s sixth
Pawn at K. Kt.'s third

Black.

- K. at K. Kt.'s fifth
Q. at her B.'s square
R. at K.'s square
Pawns at K. R.'s third, K. B.'s
fourth, and K.'s third

White to win in four moves.

No. 55.

By the same.

White.

- K. at his R.'s square
Q. at her fourth

Black.

- K. at Q. Kt.'s square
Q. at K. B.'s fourth

* White to mate in seven moves.

White.

R. at Q.'s square
 Kt. at Q. R.'s fifth
 Pawns at K. R.'s second and
 K. Kt.'s second

Black.

R. at K. Kt.'s fifth
 B. at Q. Kt.'s second
 Pawns at K. B.'s fifth, Q. Kt.'s
 third, and Q. R.'s second

White to win in four moves.

No. 56.

AUTHOR UNKNOWN.

White.

K. at Q. R.'s square
 Q. at her B.'s fourth
 R. at K.'s third
 Kt. at Q. B.'s seventh
 Pawns at K. Kt.'s third, Q. Kt.'s
 second, and Q. R.'s third

Black.

K. at his B.'s square
 Q. at her R.'s second
 R. at K.'s square
 B. at Q. B.'s seventh
 B. at K.'s second
 Pawns at K. Kt.'s third and Q.
 Kt.'s sixth

White to win in nine, or Black to move and win in five moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 54.

White.

1. K. B. to his fifth (check)
2. K. to his second
3. K. to his B.'s third
4. K. B. to K.'s sixth

Black.

1. K. to Q. Kt.'s seventh (best)
2. Kt. to K. R.'s eighth
3. K. to Q. B.'s sixth

And White, gaining both the Knights, must win easily.

No. 55.

By E. W., of Bristol.

White.

1. Kt. to K. B.'s seventh (check)
2. B. to K. Kt.'s sixth (check)
3. Q. takes R. (check)
4. R. to R.'s fourth (check)
5. K. Kt. P. one (check) (MATE).

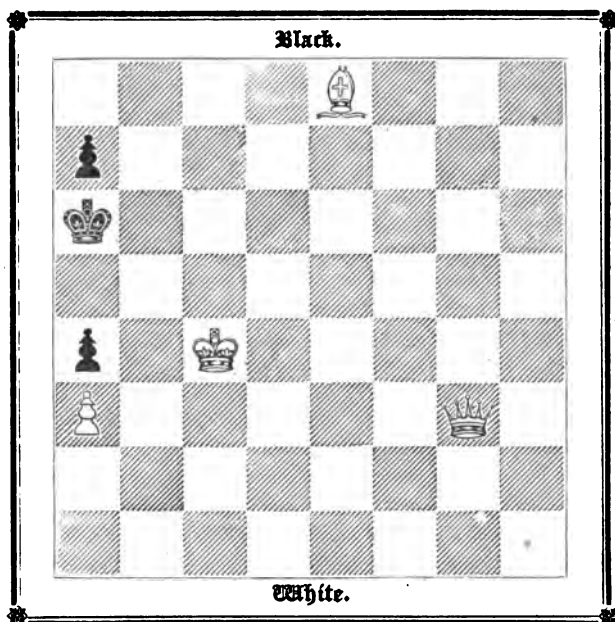
Black.

1. K. to his R.'s fourth
2. R. takes B. (best)
3. P. takes Q.
4. B. takes R.

PROBLEM, No. 57.

By Mr. S — Ad — s.

White to move, and mate with the Pawn in five Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"H. N., CHARTER HOUSE."—"Is not Chess an amusement much in vogue with the courtly throng of Buckingham House? and may not her Majesty be numbered among the votaries of Caïssa?"—Chess is frequently played at the palace, and not uncommonly by the Queen herself.

"E. P., PARK LODGE, CHELSEA."—Since the conclusion of our first volume, Solutions to the Problems on Diagrams have been given weekly.

"J. M. W., COLCHESTER."—The letter in question did not reach us until Wednesday, on which day the "CHRONICLE" goes to press. Will our correspondent favour us with solutions to his four stratagems?

"F. G. R."—We are not aware of any other European Chess periodical.

"ASMODEUS, GLASGOW."—Thanks: any future communications, of the same description, will be highly acceptable.

"HOYLE."—We do not answer questions relative to Whist or Picquet.

"A. Z."—At the earnest wish of numerous well-wishers to "THE

CHESS PLAYER'S CHRONICLE," the proposed series of Stratagems in Polish Draughts is, for the present, withheld.

"DELTA" suggests the propriety of raising a subscription to purchase a silver Chess-board, with suitable men, to be played for by the best players in Great Britain. We have received several communications on this subject: if the writers will favour us with their names, and by stating the amount they are willing to subscribe for the purpose, we shall have much pleasure in furthering a project so well calculated to promote the interests of the Game.

"MOGHUL."—Received, with thanks.

YORKSHIRE CHESS ASSOCIATION.

The Second Meeting of this Association was held at the Corn Exchange Rooms, Wakefield, on Monday, November 8th.

As the name may not convey to the Chess public generally the object and scope of this Society, it may be advisable to give a succinct history of its formation, and the views of those by whom it was established.

In almost all provincial Clubs, some one style of play predominates; a strong mannerism (if we may use the expression) runs through the Chess notions of all its Members, and wherever this peculiarity exists, it always operates as a serious obstacle to attaining any high degree of proficiency. It, therefore, occurred to several influential Members of the Leeds and Wakefield Clubs, that as the West Riding of Yorkshire abounded more than any other part of the kingdom in Chess Clubs, some association which should annually bring them together for a day's play, would have the effect of causing reciprocal participation of skill; and by exciting emulation, tend to spread still further the love of this noble game. Nor were the advantages overlooked of drawing players together by more social bonds than those which had hitherto united them; for in spite of the sneers of the ignorant, who pronounce the game to be dull and unsocial, there is no amusement that arouses in so great a degree the friendly and social feelings, or wiles away with so much fascination, the necessary hours of man's enjoyment.

The idea of this association once broached, was followed up with enthusiasm, and the result was the first general meeting of Yorkshire Players at Leeds last January.

After this preamble we come to the arrangements of the second meeting, held on Monday, the 8th inst., when "Merrie Wakefield of the olden time," was cheered by perhaps the largest assemblage of Chess Players, that ever met together for the purpose of play at one time, since the invention of this ancient pastime. But numbers only are nothing, the innumerable host of Xerxes was stayed by the small, but valiant band of Leonidas; there was more than mere numbers, there was skill of first-rate quality.

The tourney commenced at ten o'clock, and in the course of an hour eighteen Chess-boards were in requisition, and continued so until six o'clock. The party, consisting of nearly fifty gentlemen, then adjourned to the Bull Inn, where a sumptuous repast awaited them. The Rev. E. C. Tyson took the chair; after the customary loyal toasts had been given with due honours, Mr. Cronhelm of Halifax, Vice-Chairman, rose to propose the third toast. He descanted in an ingenious and pleasing manner on the resemblance of Chess manoeuvres to military tactics, on the power of concentrating an overwhelming attack on the weak points of an adversary's game, being as necessary in Chess as in war; he compared the evolutions of the Knight, to the rapid movements of cavalry, and the cannons of the Bishop to the sweeping fire of the artillery; whilst the Chess Player had a splendid army at his disposal, whose private soldiers knew not how to retreat, but rushed onward to the conflict, and either met a merited promotion or a glorious death. Nor did the parallel fail between Chess and war in the counter attack; Scipio became immortal from his carrying war into the enemy's country, but almost every Chess Player knew how to carry the war into Africa. The follower of Philidor might adopt at his pleasure the wary policy of Fabius, avoiding every exchange, or the brilliant and impetuous attacks of Marcellus. He alluded to the moral use of Chess in giving a command of temper; he had observed that day with pleasure, the vanquished feeling no sense of mortification from his admiration of the superior skill of his opponent, and the conqueror repressing all unseemly triumph through respect to the opponent, who had made his victory cost so dear. After expatiating on the great advantages which were likely to accrue from the establishment of "The Chess Player's Chronicle," he concluded by proposing "Success to the Yorkshire Chess Association."

The Rev. Chairman then rose and expressed himself an ardent admirer of the Game of Chess. He observed, "When we consider that amusements of some sort are absolutely necessary—when we consider how extensive the generality of fashionable amusements are—how rarely free from vice or a tendency to it, and that such as are unobjectionable in this particular, seldom possess any quality of an intellectual character, which Chess does in an eminent degree,—I say, Gentlemen, with these truths before us, that a person must be an ingenious caviller, who can advance and substantiate one argument against its general adoption. Cards and dice are usually instruments for transferring money. Chess is solely a contest of skill. The wheel of fortune does not revolve here as it does in almost every other game. Many persons, no doubt, think that the object of our association is trifling, and unworthy of the attention we bestow on it; but recollect, Gentlemen, it is our amusement—it is an innocent and harmless source of gratification; and, therefore, is not unworthy of our esteem."

"Had we met here for the purpose of forming some joint stock concern,

—in other words, had we met here for the purpose of taking money out of our neighbour's pocket, and putting it into our own, we should at once receive the approbation of a *credulous* public; had we met here to examine minutely a bag of stones, or the mouldering remains of some antediluvian mammoth, we should be greeted with the approbation of a *scientific* public, but our object being merely to amuse ourselves, according to the strict meaning of the word *amuse*, and to enjoy the society of those who entertain sympathies in common with ourselves, we must, I fear, be content not only to forego the patronage of the learned, but perhaps to endure their sneers. The next toast shall be "The health of those strangers who have given us the honour of their company, on this the second anniversary of the Yorkshire Chess Association."

Mr. S. Newham, of Nottingham, in appropriate terms, returned thanks, on behalf of himself and friends.

Mr. Piper, of Sheffield, proposed the next toast. He regretted that it had not fallen into better hands, but it was assigned to him so late that he could not with propriety decline it. It was the first time he had ever had to address a large public party; and he hoped, therefore, he should meet with the indulgence of the company. No man could have a greater love for Chess than himself,—it had been his delight from boyhood,—and the more he unravelled its intricacies and fathomed its mysteries, the more did it appear worthy of that pre-eminent station which it held amongst rational and intellectual amusements. He adverted to the great power of the Chess Queen, and to the deplorable condition of the game when she was lost; and in the game of life, said he, if man would be prosperous and happy, he must take a helpmate. The bachelor must select his queen, and his path will then be smoothened, his pleasures become enhanced, and his cares made lighter by participation. If, however, in this important move, a false step is made, the evil is irreparable, and the path of life, instead of being adorned with flowers, is beset with thorns, and overcast with gloom. Gentlemen, I give you the sentiment that has been allotted to me, "May every one, not only in Chess, but in the game of life, ever know how to make the next best move."

The Rev. R. Garvey, in moving that the meeting be in future held on Wednesday, instead of Monday, took occasion to express his warm admiration of the game, which he considered to possess more of an intellectual character than any other amusement whatever. He had formerly belonged to a Philosophical Society in which science was treated like play: he had joined the Chess Association instead, and in it he beheld play really turned into science.

After a number of other toasts, the health of the Chairman was drunk and responded to, and the next meeting was announced to be held at Halifax, on Wednesday, Nov. 2nd, 1842.

Coffee was then brought in, the Chess-boards again put into requisition, and social mirth enlivened the evening until a late hour.

CAÏSSA,
OR
THE GAME OF CHESS.
A POEM.

BY SIR W. JONES.

(Concluded from page 64.)

THE god, delighted, thank'd indulgent Sport;
Then grasp'd the board, and left his airy court.
With radiant feet he pierc'd the clouds; nor staid,
Till in the woods he saw the beauteous maid:
Tir'd with the chace, the damsel sat reclin'd,
Her girdle loose, her bosom unconfin'd.
He took the figure of a wanton fawn,
And stood before her on the flow'ry lawn;
Then shew'd his tablet: pleas'd, the nymph survey'd
The lifeless troops, in glist'ring ranks display'd;
She ask'd the wily sylvan to explain
The various motions of the splendid train;
With eager heart she caught the winning lore,
And thought e'en Mars less hateful than before:—
“What spell,” said she, “deceiv'd my careless mind?
The god was fair, and I was most unkind.”
She spoke, and saw the changing faun assume
A milder aspect, and a fairer bloom;
His wreathing horns, that from his temples grew,
Flow'd down in curls of bright celestial hue;
The dappled hairs that veil'd his loveless face,
Blaz'd into beams, and shew'd a heav'nly grace;
The shaggy hide that mantled o'er his breast,
Was soften'd to a smooth transparent vest,
That through its folds his vig'rous bosom show'd,
And nervous limbs, where youthful ardour glow'd
(Had Venus view'd him in those blooming charms,
Not Vulcan's net had forc'd her from his arms);
With goat-like feet no more he mark'd the ground,
But braided flow'rs his silken sandals bound.—
The dryad blush'd; and, as he press'd her, smil'd,
Whilst all his cares one tender glance beguil'd.

He ends: “To arms!” the maids and striplings cry;
“To arms!” the groves and sounding vales reply.
Sirena led to war the swarthy crew,
And Delia those that bore the lily's hue.—
Who first, O Muse! began the bold attack;
The white refulgent, or the mournful black?
Fair Delia first, as fav'ring lots ordain,
Moves her pale legions tow'rd the sable train:
From thought to thought her lively fancy flies,
Whilst o'er the board she darts her sparkling eyes.

At length the warrior moves, with haughty strides,
Who from the plain the snowy King divides:
With equal haste his swarthy rival bounds;
His quiver rattles, and his buckler sounds.—
Ah, hapless youths! with fatal warmth you burn;
Laws, ever fix'd, forbid you to return!

Then from the wing a short-liv'd Spearman flies,
 Unsafely bold—and, see!—He dies—he dies!
 The dark-brow'd hero, with one vengeful blow,
 Of life and place deprives his iv'ry foe.
 Now rush both armies o'er the burnish'd field,
 Hurl the swift dart, and rend the bursting shield.
 Here furious Knights on fiery coursers prance;
 Here Archers spring, and lofty tow'rs advance.—
 But, see! the white-rob'd Amazon beholds
 Where the dark host its op'ning van unfolds:
 Soon as her eye discerns the hostile maid,
 By ebon shield and ebon helm betray'd,
 Seven squares she passes, with majestic mien,
 And stands, triumphant, o'er the fallen Queen:
 Perplex'd, and sorrowing at his Consort's fate,
 The Monarch burn'd with rage, despair, and hate:
 Swift from his zone th' avenging blade he drew;
 And, mad with ire, the proud virago slew:
 —Meanwhile, sweet smiling Delia's wary King
 Retir'd from fight, behind the circling wing.*

Long time the war in equal balance hung,
 Till, unforeseen, an iv'ry courser sprung;
 And, wildly prancing, in an evil hour
 Attack'd at once the Monarch and the tow'r.†
 Sirena blush'd; for, as the rules requir'd,
 Her injur'd Sov'reign to his tent retir'd;
 Whilst her lost *Castle* leaves his threat'ning height,
 And adds new glory to th' exulting Knight.

At this, pale fear oppress'd the drooping maid,
 And on her cheek the rose began to fade:
 A crystal tear, that stood prepar'd to fall,
 She wip'd in silence, and conceal'd from all;
 —From all but Daphnis: he remark'd her pain,
 And saw the weakness of her ebon train;
 Then gently spoke: "Let me your loss supply,
 And either nobly win, or nobly die;
 Me oft has fortune crown'd with fair success,
 And led to triumph in the fields of Chess."
 He said: the willing nymph her place resign'd;
 And sat at distance, on the bank reclin'd:
 Thus when Minerva call'd her chief to arms,
 And Troy's high turrets shook with dire alarms,
 The Cyprian goddess, wounded, left the plain,
 And Mars engag'd a mightier force in vain.

Straight Daphnis leads his squadron to the field
 (To Delia's arms 'tis e'en a joy to yield);
 Each guileful snare and subtle-art he tries,
 But finds his art less powerful than her eyes:
 Wisdom and strength superior charms obey;
 And beauty, beauty wins the long fought day.
 By this a hoary Chief, on slaughter bent.
 Approach'd the gloomy King's unguarded tent ‡

* The White King *Castles*.

† A White Knight gives *Check* to the Black King and Rook.

‡ A Pawn advancing towards the adversary's royal line.

Where late his Consort spread dismay around,
 Now her dark corse lies bleeding on the ground.
 Hail, happy youth! thy glories not unsung,
 Shall live eternal on the poet's tongue;
 For thou shalt soon receive a splendid change.
 And o'er the plain with nobler fury range.
 The swarthy leaders saw the storm impend,
 And strove, in vain, their Sov'reign to defend:
 Th' invader wav'd his silver lance in air,
 And flew like lightning, to the fatal square;
 His limbs, dilated, in a moment grew*
 To stately height, and widen'd to the view;
 More fierce his look, more lion-like his mien,
 Sublime he mov'd, and seem'd a warrior Queen.

As when the sage, on some unfolding plant,
 Has caught a wand'ring fly or frugal ant,
 His hand the microscopic frame applies,
 And, lo! a bright-hair'd monster meets his eyes;
 He sees new plumes in slender cases roll'd,
 Here strain'd with azure, there bedropp'd with gold:
 Thus on the alter'd Chief both armies gaze,
 And both the Kings are fix'd with deep amaze.
 The sword which arm'd the snow-white Maid before,
 He now assumes, and hurls the spear no more;
 Then springs, indignant, on the dark-rob'd band,
 And Knights and Archers feel his deadly hand.
 Now flies the Monarch of the sable shield,
 His legions vanquish'd, o'er the lonely field:
 So when the morn, by rosy coursers drawn,
 With pearls and rubies sows the verdant lawn;
 Whilst each pale star from Heav'n's blue vault retires,
 Still Venus gleams, and last of all expires:
 He hears, where'er he moves, the dreadful sound—
Check! the deep vales, and *Check!* the woods rebound.
 No place remains: he sees the certain fate,
 And yields his throne to ruin and *Checkmate*.†

A brighter blush o'erspreads the damsel's cheeks,
 And milder, thus the conquer'd stripling speaks:—
 "A double triumph, Delia, hast thou won,
 By Mars protected, and by Venus' son;
 The first with conquest crowns thy matchless art,
 The second points those eyes at Daphnis' heart."
 She smil'd; the nymphs and am'rous youths arise,
 And own that beauty gain'd the nobler prize.

Low in their chest the mimic troops were laid,
 And peaceful slept the sable Hero's shade.‡

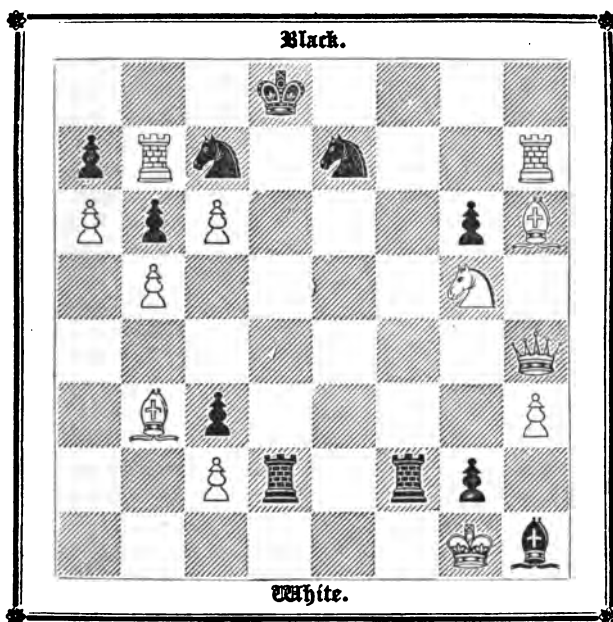
* The Pawn, having reached the royal line, is exchanged for a Queen. The Indians, when their Pawn has attained the adversary's royal line, exchange it for the Piece whose station it reaches, provided such Piece has been previously lost; otherwise, they endeavour to protect the Pawn until that is the case.

† CHECKMATE is derived from the Persian words *Shah-mat*, or, *the King is dead*. When playing with their Sovereign, the Orientals say only *Shah-em!* or, *O, my King!*—A certain King of Persia is said to have ordered, that when Checkmate was given, they should, instead of that expression, say *Nefs-mat*; or, *the Person is dead*.

‡ A parody on the last line of Pope's Translation of Homer's *Iliad*,—
 "And peaceful slept the mighty Hector's shade."

PROBLEM, No. 58.

By the distinguished Russian Chess Player, M. JANISCH.

White engages to *stalemate* his adversary in seven moves.

GAME CLXXIII.

Between Mr. ST—N and a distinguished Amateur; the former giving the odds of Pawn and two Moves.

(Remove White's K. B.'s P. from the board.)

Black. (Mr. —.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. P. one
5. Q. B. P. two
6. K. P. takes P.
7. Q. Kt. to B. third
8. K. Kt. to K. second
9. Castles
10. K. B. P. two
11. K. R. P. one
12. K. Kt. to his third

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White. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. Q. P. one
5. K. P. takes Q. P.
6. K. Kt. to B. third
7. K. B. to K. second
8. Castles
9. Q. Kt. to Q. second
10. K. Kt. to Kt. fifth
11. K. Kt. to K. R. third
12. Q. Kt. to K. B. third

G

<i>Black.</i> (Mr. —.)	<i>White.</i> (Mr. ST—N.)
13. Q. to Q. B. second	13. K. to R. square
14. Q. Kt. to K. fourth	14. Q. R. P. one
15. Q. Kt. takes Kt.	15. K. B. takes Kt.
16. K. B. takes K. R. P. (a)	16. K. B. to Q. fifth (check)
17. K. to R. square (b)	17. Q. to K. R. fifth
18. Kt. to K. second	18. Q. B. takes K. R. P.
19. K. Kt. P. one	19. Q. to K. Kt. fifth (c)
20. Kt. takes K. B.	20. B. takes R.
21. K. to Kt. square	21. Q. takes Kt. P. (check)
22. K. takes B.	22. Q. B. P. takes Kt.
23. K. B. to Q. third	23. Kt. to K. Kt. fifth
24. K. B. to K. fourth	24. Q. R. to K. square
25. Q. to K. Kt. second	25. K. R. takes K. B. P. (check)
26. Q. B. takes R.	26. Q. takes Q. B. (check)
27. K. to his Kt. square (d)	27. R. takes B.
28. Q. R. to K. B. square	28. Q. to K. sixth (check)
29. K. to R. square	29. Kt. to K. B. third
30. R. to K. B. third	30. R. to R. fifth (check)

AND BLACK ABANDONED THE GAME.

Notes to Game CLXXIII.

(a) This move lost Black the game. A little consideration would have shown him that White intentionally left his Rook's Pawn undefended, seeing that, to take it, would prove fatal to his adversary.

(b) Had he played his King to Rook's second, White would have checked with the Kt. at Kt.'s fifth, and then played Q. to K. R.'s fifth, having an irresistible attack.

(c) White would have played ill, in moving his Queen to Rook's fourth, because she would have been subjected to attack from the adverse Bishop.

(d) If he had interposed either Queen or Bishop, he must have lost his Queen by the check of the Knight at K.'s sixth or R.'s seventh.

GAME CLXXIV.

Between the same Players ; at the same odds.

(*White's K. B.'s P. must be taken off the board.*)

<i>Black.</i> (Mr. —.)	<i>White.</i> (Mr. ST—N.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. Q. P. one	4. Q. P. one
5. Q. B. P. two	5. K. P. takes Q. P.
6. K. P. takes P.	6. K. Kt. to B. third
7. Q. Kt. to B. third	7. K. B. to K. second

Black. (Mr. —.)

8. Q. B. to K. Kt. fifth
9. Q. to Q. B. second
10. K. R. P. two (*b*)
11. K. Kt. to B. third
12. Castles on Q.'s side
13. K. Kt. takes Q. Kt.
14. K. to Q. Kt. square
15. R. P. takes B.
16. B. to K. R. seventh (check)
17. Kt. to K. fourth
18. Q. R. to K. B.
19. Q. takes Kt.
20. Q. to her B. second
21. Q. takes Q. (check)

White. (Mr. ST—N.)

8. Castles
9. K. R. P. one (*a*)
10. K. Kt. to his fifth (*c*)
11. Q. Kt. to Q. second
12. Q. Kt. to K. fourth
13. B. takes Q. B. (check)
14. Kt. takes Kt.
15. Q. takes P.
16. K. to R. square
17. Q. to K. second
18. Kt. takes Q. B. P.
19. K. takes B.
20. Q. takes Kt.
21. Q. B. to K. B. fourth

BLACK RESIGNED.

Notes to Game CLXXIV.

(*a*) White might have taken the Queen's Pawn, but he would have lost his Rook's Pawn in return.

(*b*) Well played.

(*c*) If White had taken the Bishop, he would have lost the game.

GAME CLXXV.

Between Mr. C—E and Mr. ST—N.

White. (Mr. C—E.)

1. K. P. two
2. Q. P. two
3. K. P. one
4. Q. B. P. one
5. K. B. P. two
6. K. Kt. to K. B. third
7. K. B. to Q. third
8. K. B. to Q. B. second
9. Castles
10. K. to R. square
11. K. R. P. one
12. Q. R. P. one
13. K. R. to K. Kt. square
14. Q. B. P. takes P.
15. Q. Kt. to B. third
16. K. Kt. P. two
17. K. Kt. P. takes P.
18. P. takes K. P.

Black. (Mr. ST—N.)

1. K. P. one
2. Q. P. two
3. Q. B. P. two
4. Q. Kt. to B. third
5. Q. to her Kt. third
6. K. Kt. to K. R. third
7. K. B. to K. second
8. Castles
9. K. B. P. two
10. Q. B. to Q. second
11. Q. R. to Q. B. square
12. Q. R. P. two
13. Q. B. P. takes P.
14. Q. to her B. second
15. Q. Kt. to Q. R. second
16. Q. Kt. P. two
17. Q. Kt. P. one
18. Q. B. takes P.

White. (Mr. C—E.)

19. K. Kt. to Kt. fifth
20. K. B. P. takes B.
21. B. takes Kt.
22. Q. Kt. to K. second
23. K. to R. second
24. Q. to K. square
25. Q. B. to K. third
26. R. to K. Kt. third

Black. (Mr. ST—N.)

19. K. B. takes Kt.
20. K. Kt. to K. B. fourth
21. B. takes B.
22. B. to K. fifth (check)
23. Q. to Q. B. seventh
24. Q. Kt. to his fourth
25. Q. to her sixth
26. Q. R. to Q. B. seventh

WHITE RESIGNED.

GAME CLXXVI.

Lively Fragment, between the same Competitors.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Kt. takes K. P.
5. Q. B. to K. third
6. K. B. P. two
7. B. takes B.
8. Kt. takes K. B. P.
9. Q. B. P. one
10. Q. Kt. P. two
11. Q. to K. R. fifth (check)
12. Q. takes Kt.
13. K. B. to Q. B. fourth (check)
14. Kt. to Q. second
15. K. R. to K. B. square (b)
16. K. takes Q.
17. K. to Q. B. second

Black. (Mr. ST—N.)

1. K. P. two
2. Q. Kt. to B. third
3. Kt. takes Q. P.
4. Q. Kt. to K. third
5. Q. B. P. one (a)
6. K. B. to Q. B. fourth
7. Kt. takes B.
8. Q. to her R. fourth (check)
9. K. takes Kt.
10. Q. to her B. second
11. K. Kt. P. one
12. Q. takes K. B. P.
13. K. to Kt. second
14. Kt. to. B. third
15. Q. takes Kt. (check)
16. Kt. takes K. P. (check)
17. Kt. takes Q.

THE REMAINING MOVES WERE NOT TAKEN DOWN.

Notes to Game CLXXVI.

(a) Having in view a check with his Queen next move, which would gain the adverse Knight.

(b) White would, perhaps, have done better by checking with his Queen at King's seventh, and then bringing this Rook to the *Bishop's* square.

GAME CLXXVII.

Played between Mr. ST—N and M. ZYTOGORSKI; the former giving
the Pawn and two Moves.

(Black's K. B.'s P. must therefore be taken from the board.)

White. (M. Z—.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. P. one
5. K. P. one
6. K. B. to Q. Kt. fifth (check)
7. K. P. takes Q. P.
8. Q. B. to Q. second
9. P. takes K. Kt.
10. Q. R. P. two
11. Q. B. to Q. B. third
12. K. Kt. to B. third
13. Q. B. to K. fifth
14. Q. takes Q.
15. B. takes Q. Kt.
16. Castles
17. K. Kt. to K. fifth
18. Q. Kt. to Q. second
19. Q. B. P. one
20. K. B. P. two
21. K. Kt. P. one
22. K. R. to Q. B. square
23. K. R. to K. square
24. K. to his Kt. second
25. K. Kt. P. one
26. K. to his Kt. third
27. K. R. to Q. B. square (a)
28. K. R. takes Q. B.
29. K. to his Kt. second
30. Kt. to K. B. third
31. Q. R. to Q. square
32. K. R. to Q. second
33. Kt. to Q. fourth
34. K. R. to K. second
35. Kt. to Q. Kt. fifth
36. R. takes R.
37. K. to his Kt. third
38. R. takes Q. P.
39. K. to his B. third
40. R. to Q. B. fifth

Black. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. Q. P. one
5. K. Kt. to K. second
6. Q. B. to Q. second
7. Q. checks
8. Q. takes K. B.
9. K. B. takes P.
10. Q. to Q. Kt. third
11. Castles
12. Q. to her third
13. Q. takes P.
14. P. takes Q.
15. R. takes B.
16. Q. B. to K. Kt. fifth
17. Q. B. to K. B. fourth
18. Q. R. to Q. square
19. K. B. to Q. third
20. Q. B. to Q. B. seventh
21. Q. B. P. one
22. Q. B. to K. B. fourth
23. K. B. checks
24. Q. R. P. two
25. Q. B. to Q. B. seventh
26. K. R. to B. third
27. K. B. to K. sixth (b)
28. B. takes K. B. P. (check)
29. B. takes Kt. at K. fourth
30. B. to Q. third
31. B. to Q. B. second
32. Q. R. to K. B. square
33. K. Kt. P. one
34. B. to Q. Kt. third
35. R. to K. B. seventh (check)
36. R. takes R. (check)
37. R. takes Q. Kt. P.
38. B. to K. B. seventh (check)
39. B. to K. R. fifth
40. R. takes K. R. P.

White. (Mr. Z—.)

41. R. takes Q. B. P.
42. K. to his third
43. Kt. to Q. sixth
44. R. to Q. B. eighth
45. K. to his fourth
46. Kt. takes R.
47. Kt. to Q. R. seventh
48. Kt. to Q. B. sixth
49. Kt. to K. fifth
50. K. to his B. third
51. P. takes P.

Black. (Mr. ST—N.)

41. R. to K. B. seventh (check)
42. Q. Kt. P. one
43. R. to K. B. square
44. B. to K. B. seventh (check)
45. R. takes R.
46. B. to Q. B. fourth
47. K. to to his B. second
48. K. to his B. third
49. K. to his Kt. fourth
50. K. R. P. two
51. P. takes P.

AND, AFTER SEVERAL MOVES MORE, WHITE ABANDONED
THE GAME.

Notes to Game CLXXVII.

- (a) An ill-judged move.
(b) Black properly availed himself of the advantage presented by his opponent's last move.

GAME CLXXVIII.

Played by M. ZYTOGORSKI and M. DESAVENIERES.

White. (M. Z—.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. Castles
7. Kt. takes Kt.
8. K. B. P. two
9. K. to R. square
10. K. B. P. takes Q.
11. B. takes K. B. P. (check)
12. B. takes K. Kt.
13. Q. B. checks
14. K. B. checks
15. K. B. to R. fifth (discov. ch.)
16. Q. to her Kt. third (check)
17. P. takes P. *en passant* (discov. check)

Black. (M. D—.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. to Q. B. fourth
5. Q. to K. second
6. K. Kt. to K. fourth
7. Q. takes Kt.
8. P. takes Q. B. P. (discov. ch.)
9. P. takes Q. Kt. P. (a)
10. P. takes Q. R., becoming a Q.
11. K. to Q. square
12. Q. to her fifth (b)
13. K. to his square
14. K. to his B. square
15. K. to his Kt. square
16. Q. P. two

BLACK RESIGNED.

Notes to Game CLXXVIII.

- (a) Badly played. He should have moved his Queen to her fifth.
 (b) This is far from a good move.

GAME CLXXIX.

Between Mr. C—E and Mr. ST—N.

White. (Mr. C—E.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. two
4. K. Kt. to B. third
5. Castles
6. Q. Kt. to B. third
7. Q. B. to K. Kt. fifth
8. Kt. takes K. P.
9. Kt. takes K. B. P.
10. B. to Q. Kt. third
11. Kt. takes R.
12. P. takes P.
13. Kt. takes P.
14. Q. to K. second (check)
15. Q. R. to K. square
16. Kt. takes Kt. (check)
17. Kt. to K. B. seventh
18. Kt. to Kt. fifth
19. Q. takes R. (check)
20. Kt. gives MATE.

Black. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. B. takes P.
4. Q. to K. B. third
5. K. B. to Q. Kt. third
6. Q. B. P. one
7. Q. to K. Kt. third
8. Q. takes B.
9. Q. to her B. fourth
10. Q. P. two
11. K. Kt. to B. third
12. P. takes P.
13. Q. Kt. to Q. second
14. K. to his B. square
15. Q. R. P. one
16. Kt. takes Kt.
17. Q. B. to Q. second
18. R. to K. square
19. Kt. takes R.

GAME CLXXX.

Between the same Opponents.

Black. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. Kt. takes K. P.
4. Q. P. two
5. Kt. to K. B. third
6. Kt. to K. Kt. fifth
7. Q. Kt. to B. third
8. K. B. to Q. B. fourth
9. Castles
10. Kt. takes K. P.
11. Kt. takes B.
12. Q. B. takes Kt.

White. (Mr. C—E.)

1. K. P. two
2. K. B. P. two
3. Q. to K. B. third
4. Q. P. one
5. P. takes K. P.
6. Q. B. to K. B. fourth
7. Q. to K. Kt. third
8. K. Kt. to R. third
9. K. B. to K. second
10. Q. B. takes Kt.
11. Q. takes Kt.
12. K. Kt. P. takes B.

Black. (Mr. ST—N.)

13. Q. to K. R. fifth (check)
14. Q. to her Kt. fifth (check)
15. Q. takes Q. Kt. P.
16. Q. takes Q. B. P.
17. B. to Q. Kt. third
18. Q. takes Q. R. P.
19. Q. to her R. fifth
20. Q. R. to K. square
21. Q. B. P. one
22. R. takes R.
23. Q. to her Kt. fifth
24. Q. R. P. two
25. R. to K. square
26. Q. to K. second
27. K. Kt. P. one
28. Q. R. P. one
29. B. takes Kt.
30. Q. takes P.
31. Q. R. P. one
32. Q. to her B. seventh (check)
33. R. to K. B. square
34. Q. to her B. sixth
35. Q. B. P. one
36. Q. P. one
37. Q. to K. eighth (check)
38. Q. to her seventh (check)
39. K. R. P. two
40. K. R. P. one (check)
41. Q. to K. B. fifth (check)
42. K. to his Kt. second
43. K. to his R. third

White. (Mr. C—E.)

13. Q. interposes
14. Q. Kt. to Q. second
15. R. to Q. Kt. square
16. Q. P. one
17. Q. to her third
18. Castles
19. Kt. to Q. Kt. third
20. B. to K. B. third
21. Q. R. to K. square
22. R. takes R.
23. R. to K. B. square
24. R. to Q. Kt. square
25. K. to Kt. second
26. Q. to K. B. fifth
27. Q. to K. Kt. fourth
28. Kt. to Q. B. fifth
29. P. takes B.
30. R. takes Q. Kt. P.
31. Q. to her seventh
32. K. to his Kt. third
33. R. to Q. R. seventh
34. Q. to K. seventh
35. Q. to her sixth
36. Q. to her R. sixth
37. K. to his Kt. second
38. K. to Kt. third
39. Q. takes Q. R. P.
40. K. takes K. R. P.
41. B. to K. Kt. fourth
42. R. to Q. R. eighth

AND WHITE RESIGNED.

MODEL GAMES.—No. IV.

(We are indebted to Mr. Cochrane's Treatise for the present Game.)

ON THE ADVANTAGE OF THE PAWN AND TWO MOVES.

(Black gives the Pawn and two Moves.)

It is a rule that when a Pawn is given, it is always the K. B.'s Pawn.

FIRST GAME.

White.

1. K. P. two squares, Q. P.
two squares (*a*)
2. K. B. P. two squares (*b*)
3. Q. B. P. one square

Black.

1. K. P. one square
2. Q. B. P. two squares
3. Q. B. P. takes P.

White.

4. Q. B. P. retakes
5. K. R. P. two squares
6. K. R. P. one square
7. K. R. P. one square
8. K. Kt. P. two squares
9. K. P. one square
10. Q. R. P. one square
11. K. Kt. to B. third square
12. Q. Kt. to B. third square
13. K. B. to adv. Q. Kt. fourth square
14. Q. to R. fourth square
15. Q. to B. second square
16. K. B. to Q. third square
17. Q. B. to K. third square (e)
18. K. to B. second square (f)
19. Q. Kt. to adv. Q. Kt. fourth square (g)
20. Q. R. to K. Kt. square
21. K. B. P. one square
22. Kt. P. retakes
23. B. P. takes Kt. P.
24. P. on Kt. file one square, chg.
25. P. takes R. making a Q. and checking
26. Q. takes B., and will win.

Black.

4. K. Kt. P. one square (c)
5. K. B. to K. Kt. second square
6. K. Kt. to K. second square
7. B. to its square
8. Q. P. two squares
9. K. Kt. to Q. B. third square (d)
10. K. B. to K. second square
11. Q. Kt. P. one square
12. Q. Kt. to R. third square
13. Q. B. to Kt. second square
14. Q. Kt. to its square
15. Q. R. P. one square
16. Q. to her second square
17. Q. R. P. one square
18. Q. B. to Q. R. third square
19. Castles
20. K. to R. square
21. K. P. takes B. P.
22. Q. B. takes Kt.
23. Q. B. takes B.
24. K. to Kt. square
25. K. takes Q.

Notes to Model Game IV.

(a) Having two moves, it is best to place the King's and Queen's Pawns in the centre, as they allow free action to the pieces.

(b) Not so good as Queen's Bishop's Pawn two squares, as the Black may play, without danger, the Queen's Pawn two squares.

(c) He pushes this Pawn to stop the progress of yours on the side where he is weakest; but you intend to push your Rook's Pawn on his Pawn, in order to profit, without losing time, by your advantage.

(d) The King's Knight's Pawn, which you pushed two squares at the eighth move, prevents his Knight from placing itself at King's Bishop's fourth square, and by confining his game will enable you to win.

(e) You can also push the King's Bishop's Pawn as you do at the twenty-first move, but it is better to bring out your pieces: in following this method you make certain of your attack; in neglecting it, it may frequently become abortive.

(f) Having pushed your King's Bishop's Pawn two squares, you can no longer expect to castle, and it is better to move your King to

the Bishop's second square, as he will be protected by the Pawns, and can support them as well as the pieces which you employ in the attack on that side, where your adversary is weak, on account of the want of the Bishop's Pawn which he gives you.

(g) You should preserve your King's Bishop, which is your best piece.

PROBLEMS FOR YOUNG PLAYERS.

No. 49.

By S — A — s.

White.

K. at Q. R. fifth
Kt. at K.'s sixth
Pawns at Q.'s sixth and Q. R.'s sixth

Black.

K. at Q. Kt.'s square

White engages to mate in five moves, without moving either Pawn to Queen.

No. 50.

By the same.

White.

K. at Q. R.'s square
R. at K.'s square
B. at R.'s third
B. at Q. B.'s fifth
Kt. at Q.'s fifth
Pawn at Q. Kt.'s fifth

Black.

K. at Q.'s second
Q. at Q. B.'s fifth
R. at Q.'s square
R. at Q.'s fifth
Kt. at K. B.'s fourth
Pawns at K. Kt.'s third and Q. R.'s second

White, playing first, to mate in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 47.

White.

1. B. to K. R.'s sixth (check)
2. Kt. to B.'s sixth (check)
3. Kt. takes Kt.
4. Kt. to B.'s sixth (discov. ch.)
5. Q. takes Q. (check) (MATE).

Black.

1. K. to his Kt.'s square
2. K. to his R.'s square
3. K. B. P. two
4. Q. interposes

No. 48.

White.

1. Q. B. P. one
2. R. takes R.
3. B. checks
4. P. one, becoming a Queen (ch.)
5. Q. takes Kt. (check) (MATE).

Black.

1. Q. R. to K. B.'s square (best)
2. R. takes R.
3. R. takes B.
4. Kt. interposes

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 57.

AUTHOR UNKNOWN.

White.

- K. at Q. Kt.'s second
 Q. at K. Kt.'s sixth
 R. at K. R.'s seventh
 R. at Q.'s square
 Pawns at K. Kt.'s second and
 K. B.'s sixth

Black.

- K. at his B.'s square
 Q. at her fourth
 P. at Q. B.'s third

White to win with a Pawn, in twenty moves, without taking the Queen.

No. 58.

By PONZIANI.

White.

- K. at Q. R.'s square
 Pawns at K. R.'s fifth and K.
 B.'s sixth

Black.

- K. at K. R.'s square
 Pawns at Q. B.'s fifth, Q. Kt.'s
 fifth, and Q. R.'s fifth

White to move and win.

No. 59.

By the same.

White.

- K. at Q. Kt.'s square
 Pawns at K. R.'s fifth and K. B.'s
 sixth

Black.

- K. at K. R.'s square
 Pawns at Q. B.'s fifth, Q. Kt.'s
 fifth, and Q. R.'s fifth

Black to win, even if White play first.

No. 60.

By PONZIANI.

White.

K. at his seventh
 B. at K. B.'s sixth
 Kt. at K. Kt.'s seventh
 Kt. at Q. R.'s fourth

Black.

K. at Q. B.'s square
 R. at K. Kt.'s square
 Pawns at K. R.'s second and Q.
 R.'s sixth

White to win.

No. 61.

By the same.

White.

K. at his sixth
 R. at Q. R.'s square
 B. at K. B.'s third
 Kt. at K. B.'s fifth

Black.

K. at his square
 Q. at her seventh
 Pawns at Q. B.'s sixth, Q. Kt.'s
 fifth, and Q. R.'s fourth

White to win.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 56.

White.

1. Q. to her sixth (check)
2. R. to K. Kt.'s eighth (check)
3. Q. to her seventh (check)
4. Q. R. P. one
5. Q. to her B.'s eighth (check)
6. R. to K. Kt.'s seventh
7. R. to K. R.'s seventh

Black.

1. K. to B.'s square
2. K. to Kt.'s second
3. K. to Kt.'s third (best)
4. K. to R.'s third (best)
5. K. to Kt.'s third
6. P. one
7. P. one (CHECKMATE).

No. 57.

White.

1. Q. to her Kt.'s eighth
2. B. to Q. Kt.'s fifth
3. Q. to her Kt.'s seventh
4. K. to Q. B.'s fifth
5. P. takes P. (check) (MATE).

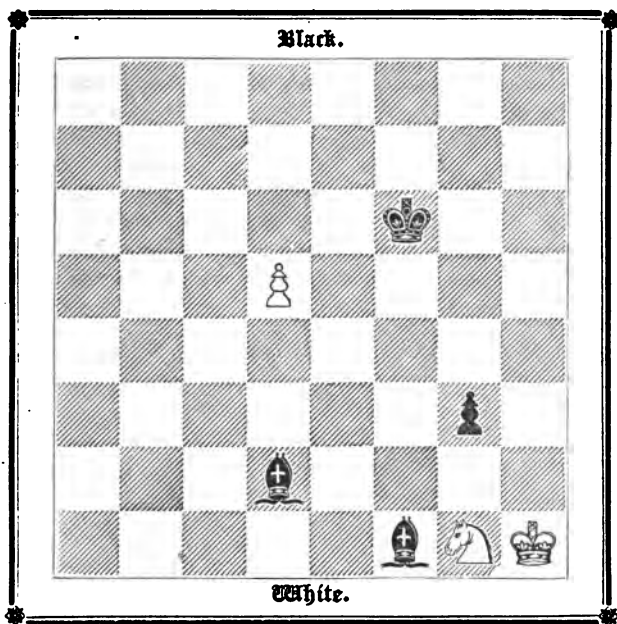
Black.

1. K. to Q. R.'s fourth
2. P. to Q. R.'s third
3. P. takes B. (check)
4. P. one

PROBLEM, No. 59.

By Mr. J—B—N, Temple.

Black to play, and mate in seven Moves.



NOTICES TO CORRESPONDENTS.

CHESS

"E., GLASGOW."—In the Game No. CLIX., White's ninth move should be "K. B. to Q. *fifth*" not "*fourth*." Black's fourteenth move is correct.

"H. S., WITNEY."—We have received, through the hands of Mr. Goode, proprietor of "The European Chess Rooms," a communication, intended for the Editor of this Magazine, and have to express our thanks to "H. S." for his polite attention to our request.

"A LOOKER-ON."—If the members of the London Chess Club were inclined to undergo the trouble of playing so tedious a match, which is not very probable, we entertain no doubt whatever of their winning it.

"A SUBSCRIBER" is desirous of obtaining some information respecting a small work on Chess, "by a living Neapolitan player named Grimaldi."

"M. M."—The promised contributions cannot fail proving acceptable.

"L. JUN., HALIFAX."—Received with thanks.

"D."—The copies of vol 1 required, shall be sent at the earliest opportunity.

THE BISHOP'S GAMBIT.

"In the lurid gloom of the eclipse,
Fought the stern Warriors."

THERE is a manœuvre in the war of nations on so grand and difficult a scale, that history records but one example of its successful achievement. But this beautiful point of defence is familiar in the strategie of Chess, namely, the counter-attack of Scipio, and the expulsion of Hannibal from Italy, by carrying the war into Africa. An incident of this kind, in one of the games of the Halifax Club, when the battle was turned by the noble self-sacrifice of the Bishop and Rook, gave occasion to the following little Poem. The scene is laid in Spain during the Moorish wars, in which the Bishops often headed the vassals of the Church, appearing regularly in the old Chronicles, in the returns of killed, wounded and prisoners.

The Christians play White, the Moors Black.

Awhile the battle paused. The setting sun
Had sunk, and left that chequered field unwon,
Strewn with the fatal trophies of the fight,
Turban and helmet, emir, steed, and knight!
Weary and worn, well might the Christian Powers
Retire for night within Segovia's towers;,
Nor with less need their Saracenic foes
In yon far spreading camp might seek repose:
Yet might from neither host retreat be wrung,
And, like two parted thunderclouds they hung.
When lo! from the dark ridge, in her full noon,
Uprose and showered her light, the glorious Moon!
The Moslems catch the sign—their battle cry,
"Bismillah! Ul-aljannah!" rends the sky;
And, like the sand clouds in the hurricane,
Onward they sweep—the Christian lines they gain.
The Crescent triumphs: loud above the rout
Is heard the Vizir Abdul Kader's shout,
Thundering the "Xaque!" * on the Christian King,
Like death-notes, in Castilian ears they ring.
To guard the throne, Don Benedict the Good,
Archbishop of Toledo, forward stood;
And, with his vassal spears, awhile bore back
The gathering torrent of the dire attack:
On his bright cuirass rang full many a dart,
But trusty steel secured the faithful heart.

* Check!

Count Alvar Roquemar * to his relief
 The Asturians led. To him the mitred Chief:
 "Lord of the marches, and the seaward tower,
 Why should we perish in this iron shower?
 Full well I knew my banner ne'er again
 Shall lead my vassals on the embattled plain.
 Saint James I saw: from the Church militant
 On earth, he call me to the Jubilant:
 And thou, my Son, must also leave thy shield,
 Thy stainless shield, upon this doomed field:
 But let our death to Christendom proclaim
 A deed of glory, and a lasting name!
 Along yon hollow spur thy foaming steed,
 And round the Moslem flank thy vassals lead;
 Full on the Caliph's rear thine onslaught bring,
 While I bear down his front. Meantime the King
 The veteran squadrons of Queen Blanche surround;
 And well shall they defend him from Mahound,
 And Abdul Kader."

Answered Roquemar,
 By deed, not word. Then burst the cloud of war
 Full on the Moorish rear, Amid the wreck
 Of steed and emir, came the thundering "Check!"
 The startled Caliph raised, with furious yell,
 His asagay, and brave Count Alvar fell.
 Instant upon his front, with deadly charge
 The good Archbishop came. An opening large
 Through horse and foot his gallant lances made:
 The "Xaque!" flashed from his Toledo blade—
 But ere it fell, the Caliph's asagay
 His corslet pierced, ploughing its fatal way
 To his great heart. Thus his last field was fought;
 But by his martyrdom was victory wrought.

In the clear sky was seen no gathering cloud:
 Yet sudden glooms the sickened moon enshroud!
 Trembled the omen-smitten Infidel,
 And their proud champion, Abdul Kader, fell!
 Then King Alfonso raised his eyes on high,
 And saw three snow-white chargers mount the sky:
 On 'twain, the Archbishop and the Conde rode,
 While good Saint James the middle one bestrode! †

F. W. C.

* The Sea-castle.

† No unusual vision in the Spanish Chronicles.

"EDITOR'S SCRAP WALLET."

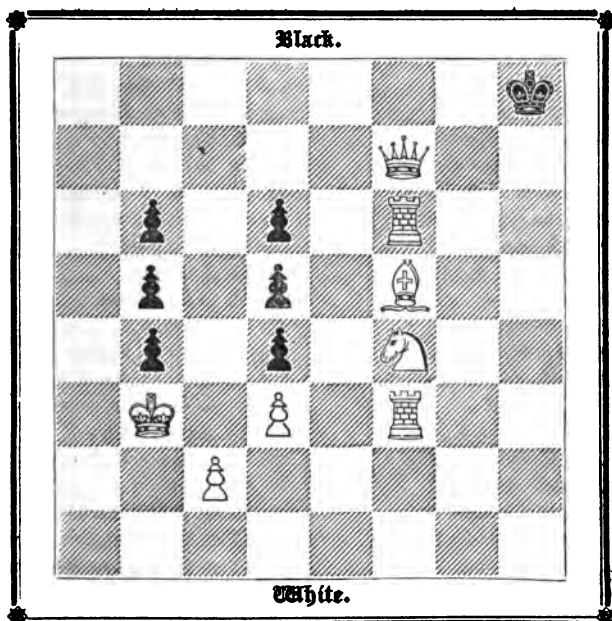
IN Colonel Todd's magnificent Annals of the gallant Rajpoots of Western India, the following anecdote is related:—"While the Rana or Prince of Méwar was meditating an attack on the fortress of Ontalla, two of his principal clans disputed about the *Herole*, or leading of the vanguard; the Suktawuts claiming it from indisputable bravery, the Chondawuts from hereditary right. The contest was likely to be decided by the sword, when the Prince, with good tact, decided, 'the Herole to the clan that first enters Ontalla!' a decision neither of the gallant rivals could object to.

"The Chondawuts carrying ladders, traversed a swamp and assailed the walls, but their chief in leading the escalade was laid low by a ball. Meanwhile the Suktawuts had attacked the gateway, and their leader depended upon the elephant he rode, for forcing it in, but the projecting spikes deterred the animal. His men were falling thickly around him, when a distant shout made him fear that his rival was succeeding. He descended from his seat, placed his body against the spikes, and ordered the driver, on pain of death, to propel the elephant against him! The gate gave way, and over his body his clan rushed to the combat! This heroic sacrifice was too late, however, to gain the prize in view, as the previous shout announced the corpse of the Chondawut chief being within the walls. On falling from the shot as before related, one of his reckless followers, commonly called, from his daring, 'the mad Chief of Deogurh,' rolled the body in his scarf, tied it on his back, and scaling the walls, cleared the way with his lance, and tossed the body over the parapet, shouting aloud, 'the vanguard to the Chondawuts, we are first in!' the clan re-echoed it, and rushing madly on, the walls were in their possession, when the Suktawuts entered. Two Mogul Chiefs of note within the fortress were deeply engaged at Chess, when the assault was announced, but, confident in the strength of the walls, they continued their game, nor desisted, until the stronghold being taken, they were surrounded by armed Rajpoots, when (probably knowing their fate) they coolly begged to be allowed to finish their game. This was granted: but the loss of their own chiefs having steeled the hearts of the captors, the Mogul leaders were afterwards put to death."

PROBLEM, No. 60.

THE SPHYNXES, by the Rev. H. BOLTON.

Without taking any of the adverse Pawns, or giving them an opportunity of moving, White engages to effect Checkmate—at the choice of his Opponent—either at the Q. B.'s sixth square in 67 Moves, or at Q. B.'s seventh square in 36 Moves.



GAME CLXXXI.

The two following Games were between Messrs. B—N and ST—N; the latter giving the Pawn and two Moves.

(Before playing over either Game, Black's K. B.'s P. must be taken from the board.)

White. (Mr. B—N.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. P. one
5. Q. B. P. two
6. Q. B. P. takes P.
7. Q. Kt. to Q. B. third

VOL. II.

Black. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. Q. P. one
5. K. P. takes P.
6. K. Kt. to K. B. third
7. Q. B. to K. Kt. fifth

H

<i>White.</i> (Mr. B—.)	<i>Black.</i> (Mr. S—.)
8. K. B. P. one	8. Q. B. to K. R. fourth
9. K. Kt. P. two	9. Q. B. to K. B. second
10. Q. B. to K. B. fourth	10. Q. R. P. one
11. Q. R. P. two	11. K. B. to K. second
12. K. Kt. to K. second	12. Castles
13. Q. to her second	13. Q. Kt. to Q. second
14. K. Kt. to his third	14. Q. B. to K. Kt. third
15. K. Kt. to K. B.'s fifth	15. K. Kt. to K. square
16. K. to his second	16. Q. Kt. to K. fourth
17. B. takes Kt.	17. Q. P. takes B.
18. K. R. P. two	18. Kt. to Q. third (a)
19. Q. Kt. P. one (b)	19. Q. R. to Q. B. square
20. B. to Q. B. second	20. Q. B. takes Kt.
21. K. Kt. P. takes B.	21. B. takes K. R. P.
22. Q. R. to K. Kt. square	22. Kt. to K. B. second
23. Q. R. to K. Kt. fourth	23. B. to K. Kt. fourth
24. Q. to K. square	24. K. R. P. one
25. Q. to K. Kt. third	25. Q. B. P. one
26. Q. Kt. P. one	26. Q. to Q. Kt. third
27. Q. R. takes B.	27. Kt. takes R.
28. Q. takes K. P.	28. Q. R. to K. square
29. Q. to K. Kt. third	29. Q. takes Q. Kt. P.
30. K. B. P. to K. B. fourth	30. Q. to Q. Kt. seventh (c)
31. K. B. P. takes Kt.	31. Q. takes B. (check)
32. K. to K. B. square	32. Q. R. takes K. P.
33. Kt. takes R.	33. Q. takes Kt.
34. K. R. to R. second	34. R. takes P. (check)
35. R. to K. B. second	35. Q. to Q. Kt. eighth (check)
36. K. to his second	36. Q. to Q. Kt. seventh (check)

AFTER A FEW MOVES, WHITE ABANDONED THE GAME.

Notes to Game CLXXXI.

(a) Black might have gained the Rook's Pawn by taking the Knight, but in doing so at this point he would have strengthened the enemy's position.

(b) K. R.'s Pawn one square would have been better play.

(c) This move was certainly stronger than playing the Knight.

GAME CLXXXII.

<i>White.</i> (Mr. B—N.)	<i>Black.</i> (Mr. ST—N.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two

White. (M. B—.)

4. K. P. one
5. Q. B. P. one
6. K. R. P. two
7. Q. B. P. takes P.
8. K. R. P. one
9. K. R. P. takes P.
10. K. to his B. square
11. Q. to K. R. fifth
12. Q. Kt. to Q. B. third
13. Q. to her square
14. K. R. to his fifth
15. K. Kt. to K. R. third
16. Q. B. to K. B. fourth
17. Q. B. to K. fifth
18. Q. B. takes Q. Kt.
19. Q. Kt. to Kt. fifth
20. Q. R. to Q. B. square
21. Q. R. takes B. (c)
22. Kt. to Q. sixth (check)
23. Q. to K. B. third (check)
24. K. Kt. P. two
25. K. to K. Kt. second
26. K. to R. second
27. P. takes Kt.
28. Q. to K. B. fourth

Black. (Mr. St—n.)

4. K. Kt. P. one
5. Q. Kt. to B. third
6. Q. B. P. takes P.
7. K. B. to K. Kt. second
8. Kt. takes Q. P.
9. Q. to Q. R. fourth (check)
10. K. R. P. one
11. Q. takes P.
12. Q. P. two
13. Q. B. to Q. second
14. Q. to K. B. third
15. Q. R. to Q. B. square
16. K. Kt. to K. second
17. Q. to K. B. square
18. B. takes Q. B.
19. K. B. to Q. B. fourth (a)
20. Q. to K. Kt. second (b)
21. R. takes R.
22. K. to his B. square
23. Kt. to K. B. fourth (d)
24. Q. R. to Q. B. eighth (check)
25. Q. takes P. at K. Kt. third
26. Q. to K. Kt. second
27. Q. to K. fourth (check)

AND WHITE WON THE GAME.

Notes to Game CLXXXII.

(a) We should rather have played the Knight to Q. B.'s third, or to K. B.'s fourth.

(b) An inconsiderate move.

(c) Well played—at once changing the entire aspect of affairs.

(d) He ought to have moved his King to the Knight's square, and would then have still had a good game.

GAME CLXXXIII.*

This brilliant little Game occurred between M. DE LA BOURDONNAIS and an Amateur of the Paris Chess Circle.

Black. (Mr. —.)

1. K. P. two
2. K. B. P. two

White. (M. DE LA B.)

1. K. P. two
2. P. takes P.

* Taken from Le Palamede.

Black. (Mr.—.)

3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Kt. to K. fifth
6. K. to his B. square
7. Kt. takes K. B. P.
8. Q. P. two
9. Q. B. P. one
10. Kt. takes R.
11. P. takes P.
12. Q. to K. square
13. B. to Q. third
14. K. takes P.
15. K. to his Kt. square
16. Q. takes K. Kt. (check)
17. B. takes Q.

White. (M. DE LA B.)

3. K. Kt. P. two
4. K. Kt. P. one
5. Q. checks
6. Gambit P. one
7. Q. Kt. to B. third
8. B. to K. Kt. second
9. K. Kt. to B. third
10. Q. P. two
11. Kt. to K. fifth
12. K. Kt. P. one
13. P. takes P. (check)
14. Q. B. checks
15. Kt. takes Q. P.
16. Q. takes Q.
17. Kt. MATES.

GAME CLXXXIV.

Well contested Game, between Messrs. P—T and ST—N.

White. (Mr. P—T.)

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. Q. B. P. one
5. Castles
6. Q. P. two
7. Q. to her Kt. third
8. B. takes K. B. P. (check)
9. B. takes K. Kt.
10. K. Kt. P. takes B.
11. P. to K. B. fourth
12. Q. B. P. takes P.
13. Q. to K. Kt. third
14. K. P. one
15. P. takes K. Kt. P.
16. Q. to K. B. third
17. K. R. P. two
18. P. takes P.
19. Q. Kt. to B. third
20. Q. takes Q.
21. K. B. P. two
22. K. to K. Kt. second
23. B. to Q. second
24. K. to K. Kt. third

Black. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. Q. P. one
5. Q. B. to K. Kt. fifth
6. P. takes P.
7. Q. B. takes Kt.
8. K. to his B. square
9. R. takes B.
10. Kt. to K. fourth
11. Kt. to K. Kt. fifth
12. B. takes P.
13. Kt. to K. B. third
14. K. Kt. P. two
15. B. takes K. P.
16. K. R. P. one
17. P. takes P.
18. Q. to her second
19. Q. checks
20. Kt. takes Q.
21. B. checks
22. Q. R. to K. square
23. B. to K. sixth
24. Kt. to R. third

<i>White.</i> (Mr. P—T.)	<i>Black.</i> (Mr. ST—N.)
25. B. takes B.	25. Kt. to K. B. fourth (check)
26. K. to his B. second	26. Kt. takes B.
27. R. to K. R. square	27. Q. P. one
28. K. to his B. third	28. Kt. to Q. B. seventh
29. Q. R. to Q. square	29. Q. B. P. one
30. Q. R. to Q. second	30. Kt. to K. sixth
31. Q. R. to K. second	31. Q. P. one
32. Kt. to K. fourth	32. Kt. to Q. fourth (a)
33. Q. R. to Q. second	33. Q. B. P. one
34. Kt. takes Q. B. P.	34. R. to K. sixth (check)
35. K. to his Kt. fourth	

AND, AFTER A FEW MOVES, BLACK RESIGNED. (b)

Notes to Game CLXXXIV.

(a) A bad move: Kt. to K. B. fourth would have been much safer.

(b) The earlier portion of this game is well played by both parties; but great carelessness is exhibited by the second player in the conclusion of it.

PROBLEMS FOR YOUNG PLAYERS.

No. 51.

By E. W., Bristol.

<i>White.</i>	<i>Black.</i>
K. at Q. Kt.'s square	K. at his R.'s third
Q. at her B.'s fifth	Q. at her R.'s sixth
R. at K. R.'s square	R. at K. B.'s square
B. at Q. B.'s second	R. at Q. R.'s third
Kt. at K.'s fifth	B. at K. B.'s third
Pawns at K. R.'s fourth, K. Kt.'s third, K. B.'s fourth, Q. Kt.'s third	Kt. at Q.'s third
	Pawns at K. R.'s fourth, K. Kt.'s second, Q. B.'s second, and Q. Kt.'s second

White to mate in three moves.

No. 52.

By J. B.

<i>Black.</i>	<i>White.</i>
K. at Q.'s fourth	K. at K. Kt.'s square
B. at K.'s fourth	Kt. at K. R.'s second
B. at K. R.'s sixth	Kt. at Q. R.'s fourth

Black to move and win.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
 Published in our last Week's "CHRONICLE."

No. 49.

White.

1. Q. P. one
2. K. to Q. Kt.'s fifth
3. K. to Q. Kt.'s sixth
4. Kt. checks
5. R. P. one (check) **MATE**.

Black.

1. K. to R.'s second (best)
2. K. to Kt.'s square
3. K. to R.'s square
4. K. to Kt.'s square

No. 50.

White.

1. R. to K.'s seventh (check)
2. R. to Q. B.'s seventh (check)
3. B. takes Q. R. P. (check)
4. Kt. **MATES**.

Black.

1. K. to Q. B.'s square
2. K. to Q. Kt.'s square
3. K. to R.'s square

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 62.

White.

K. at K. Kt.'s square
 B. at K.'s square
 B. at K.'s eighth
 Kt. at K. Kt.'s fifth
 Kt. at Q. B.'s seventh
 Pawns at K. B.'s fifth, Q.'s fourth,
 and Q. Kt.'s third

Black.

K. at Q.'s third
 Q. at K. Kt.'s square
 R. at Q. B.'s third
 B. at K.'s second
 Pawns at K. R.'s fifth, and Q. B.'s
 sixth

White to play, and mate in five moves.

No. 63.

By the same.

White.

K. at his R.'s square
 Q. at K.'s fourth
 Pawns at Q. B.'s third, Q. Kt.'s
 fourth, and Q. R.'s third

Black.

K. at Q. R.'s eighth
 Pawn at Q. B.'s third

White plays first, and gives mate in five moves.

No. 64.

By the same.

White.

K. at Q. R.'s square
 Q. at Q. B.'s seventh
 R. at K.'s fifth
 B. at Q. R.'s third
 Kt. at K. R.'s fifth

Black.

K. at his square
 Q. at her Kt.'s second
 R. at Q. R.'s second
 R. at Q.'s third
 Kt. at Q. B.'s fifth
 Pawns at K.'s second and K. B.'s second

White to play and mate in four moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 58.

White.

1. Q. R. to Q. Kt.'s eighth (check)
2. Kt. to K.'s sixth (double check)
3. Kt. to K. Kt.'s seventh (check)
4. Q. to her Kt.'s fourth (check)
5. K. R. to his eighth (check)
6. B. to K. Kt.'s fifth (check)
7. Q. R. to Q. Kt.'s seventh

Black.

1. Kt. interposes
2. K. to his square
3. K. to his B.'s square
4. R. interposes
5. K. to his second
6. R. interposes

And Black is STALEMATED.

No. 59.

Black.

1. P. one (check)
2. K. B. to K. B.'s fifth (check)
3. K. to his Kt.'s fourth
4. B. takes P.
5. K. to his R.'s fourth
6. B. to K.'s fourth
7. P. one (double check) (MATE).

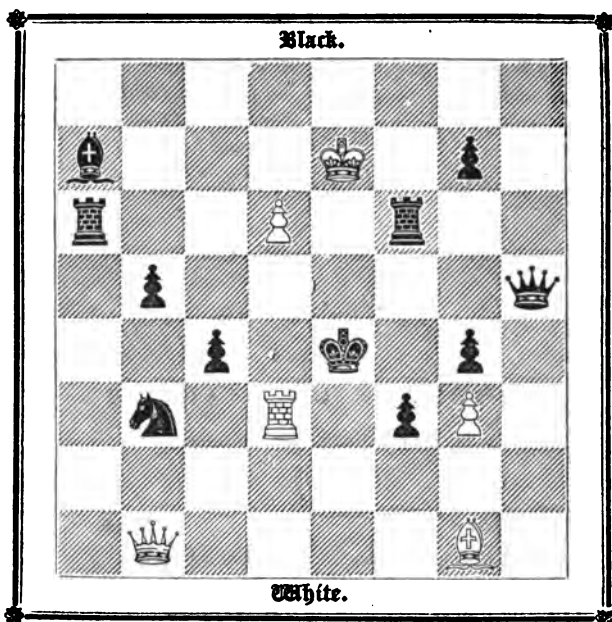
White.

1. K. to his R.'s second
2. K. to his R.'s third
3. Q. P. one (best)
4. Kt. to K. B.'s third (check)
5. Kt. to Kt.'s square
6. Kt. to B.'s third or K.'s second

PROBLEM, No. 61.

By Mr. J— Mc. G—.

White playing first, undertakes to mate with the K. Kt.'s Pawn in eight Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"SUBSCRIBER, BRIGHTON."—A private communication has been forwarded as requested.

"QUITE CORRECT" is quite correct; but the needless interposition of the Bishop was not considered a move by the inventor.

"J. G. B. FORGE, CANONBIE."—At the point of the contest, when Black gave in, he appears to us to have had the better game. White, on his nineteenth move, instead of retreating the Knight, should have taken Rook with Rook; and if his antagonist had ventured to capture the Knight, White, by checking with his Rook, might have gained the Queen and the game.

"STULTUS, KEYNSHAM."—We cannot spare time to examine the Problem alluded to this week: the solution shall be given, if possible, in our next number.

"A JUVENILE."—By applying to Mr. Goede, at the Chess Rooms, Ludgate Hill.

"X. Y. Z., BRAINTREE."—We reply to *every* communication that reaches us: our correspondent's letter was not received.

"F. F. D., GLOUCESTER SPA."—The first volume may be obtained through any respectable bookseller, or had direct from the publisher; the price is 15s.

We have to acknowledge the receipt of six Problems and four Games, from some correspondent with an undecipherable signature.

"J. C."—Will "J. C." authenticate his statement?

. In the following position, which recently occurred in a game by correspondence, the player of the Black men having prematurely resigned, his opponent will be happy to conclude the *partie* with any amateur who may feel disposed to "play out the play:"—

Black.	White.
K. at Q. B.'s second	K. at Q. B.'s second
Q. at K. Kt.'s second	Q. at K.'s sixth
R. at Q. Kt.'s square	R. at K. Kt.'s square
B. at K. R.'s fifth	B. at Q. B.'s sixth
Pawns at K. Kt.'s fourth, K. B.'s third, K.'s fourth, Q.'s third, Q. B.'s fourth, and Q. R.'s fourth	Pawns at K. B.'s fifth, K.'s fourth, Q.'s fifth, Q. Kt.'s second, and Q. R.'s fourth

BLACK TO MOVE.

We are requested also to mention that, should the player undertaking to continue the game, play R. to Q. Kt.'s fifth, White will reply by moving his Bishop to Q. Kt.'s fifth.

"G., GLASGOW CLUB."—Many thanks: they were forwarded with the Magazines.

"G. W., BATH."—Received, with thanks.

"J. S., LEICESTER FIELDS."—Such a result was long foreseen: the state of the Chess circle would not be less gracious if his colleague followed him.

"W. R., WINDSOR."—The Laws of Chess, as recently sanctioned by a Committee of the London Chess Club, will appear in Mr. Lewis's forthcoming "SECOND SERIES OF CHESS LESSONS."

A KING, ROOK, AND BISHOP, TO WIN AGAINST THE KING AND ROOK.

THE attention of our leading contributors having been, for some time, directed to this interesting Problem, they are prepared to offer a Challenge upon the subject, of a novel description, to the

CHESS CLUBS OF EUROPE.

The Challenge in question will appear in No. VIII. Vol. II. of "THE CHESS PLAYER'S CHRONICLE."

MODEL GAMES.

No. V.

(We are indebted to Mr. Cochrane's Treatise for the present Game.)

ON THE ADVANTAGE OF THE PAWN AND TWO MOVES.

(Black gives the odds of the Pawn and two Moves.—Remove his K. B.'s P.)

You play at the third move Queen's Pawn to adversary's Queen's fourth square, instead of Queen's Bishop's Pawn one square.

SECOND GAME.

White.

1. K. and Q. P. two squares
2. K. B. P. two squares (*a*)
3. Q. P. one square.
4. Q. B. P. two squares
5. K. Kt. to B. third square
6. K. B. to Q. third square
7. Q. Kt. to B. third square
8. K. B. P. one square
9. K. R. P. one square
10. Q. B. to K. third square
11. Q. to K. second square
12. K. Kt. P. two squares
13. K. to B. second square (*b*)
14. Q. R. to K. Kt. square
15. K. R. P. one square
16. K. Kt. P. one square
17. Q. to her second square
18. Q. Kt. to K. second square
19. Q. Kt. to K. Kt. third square
20. K. B. to K. second square
21. K. Kt. to K. square
22. K. B. P. one square
23. P. takes Kt.
24. K. to Kt. second square
25. Q. R. to K. B. square
26. Q. B. to ad. K. Kt. fourth sq.
27. Q. B. takes Kt.
28. Kt. to B. third square
29. Kt. to adv. Kt. fourth square
30. R. takes R., checking
31. Q. takes B.
32. R. to B. square, and will win.

Black.

1. K. P. one square
2. Q. B. P. two squares
3. Q. P. one square
4. K. P. one square
5. Q. to B. second square
6. K. Kt. to B. third square
7. Q. R. P. one square
8. Q. Kt. P. one square
9. The same
10. Q. Kt. to Q. second square
11. Q. B. to Q. Kt. second square
12. K. B. to K. second square
13. Castles with Q. R.
14. Q. R. to K. B. square
15. K. to Q. Kt. square
16. K. Kt. to K. square
17. K. R. P. one square
18. K. R. to Kt. square
19. K. R. to its square (*c*)
20. K. to Q. R. second square
21. K. Kt. P. one square
22. K. Kt. takes P. (*d*)
23. Kt. takes P.
24. Q. B. to its square
25. Q. to her square
26. Q. R. to K. B. second square
27. Bishop retakes
28. K. R. to its second square (*e*)
29. B. takes Kt.
30. R. retakes
31. R. to K. B. third square (*f*)

Notes to Model Game V.

(*a*) Not a good move, as the Black may play Queen's Pawn two squares

without danger, which would give the second player the same game as if he had been giving the Pawn and move only, *viz.*—

Black gives the Pawn and Move.

White.

1. K. P. two squares
2. Q. P. two squares
3. K. B. P. two squares

Black.

1. K. P. one square
2. Q. B. P. one square
3. Q. P. two squares

4. K. P. one square, thus reducing it to the same position : the similarity of the games proceeds from the Black not being obliged to lose a move in playing his Queen's Bishop's Pawn one square, in order to support his Queen's Pawn when pushed two squares, which he is forced to do when giving the Pawn and Move, to prevent losing a Pawn by the check of the Queen at Rook's fourth square ; but as this is more immediately connected with the analysis of the Pawn and Move, I shall defer any further observations until I come to that advantage.

(b) You play your King to this square, as he will be sheltered by the pieces and Pawns, which are before him ; castling on either side would not be good. You will want your King's Rook's Pawn to make an opening on the adversary's King, in case of his castling with his Rook ; and, had you gone to your Queen's side, the adversary, by pushing his Queen's Knight's Pawn one square, would have succeeded in making an opening on your King. When receiving the advantage of the Pawn and two Moves, it cannot be too much impressed upon the player's mind, that it is the *situation* which this advantage gives that decides the game, and not the mere numerical strength of the Pawns.

(c) When the advantage of the Pawn and two Moves is given to a player who knows how to profit by it, we are frequently obliged to play nothing but forced moves in defence, and sometimes moves which have no object whatever, and in the mean time the adversary arranges his game and forms an attack which must either gain an ultimate advantage, or win the game.

(d) The Knight should not have been sacrificed ; for, although the White has a very fine game, yet it would require caution in advancing his Pawns on the Queen's side.

(e) It would have been here better play to have moved this rook to Bishop's square.

(f) He might have played a better move, but the game could have only been prolonged a few moves.

THE NORWICH AND MARYPORT CHESS CLUBS.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—We have been engaged in a match at Chess, consisting of two games, with the Club at Maryport, in Cumberland, but after a great deal of irregularity in the correspondence, on their part, we reluctantly came

to the resolution of inflicting a penalty for one of their false moves, whereat they declined proceeding with either of the games. We then communicated with them, offering to forego the penalty, as an inducement to their resuming the match: but, upon the plea that if they did so and won, it would be by our sufferance, they declined our offer, stating that we were welcome to all the honour of winning through their errors.

You will, however, readily conceive that such a termination of the match is far from satisfactory, and we, therefore, forward to you the following registers and diagrams of the games, in order to obtain your decision, (which we desire should be published) as to which Club are virtually the winners.

We also enclose for your perusal, copies of the letters which have recently passed between the Clubs, in order that the whole affair may be seen in its true light.

I am, Sir, your obedient Servant,

WM. BUNN COLLING,

Norwich Chess Club,
Nov. 30, 1841.

Hon. Sec. of the Norwich Chess Club.

. Matches of Chess, by correspondence, are much more troublesome undertakings than young players, when they engage in them, imagine.

After the first novelty of meeting, in committee, to decide upon the moves has flown, the task of carrying on the contest is felt by the majority concerned to be a very irksome one, and is therefore willingly delegated to other and less efficient members, or gone through with a degree of carelessness and apathy equally fatal to a satisfactory termination.

The present is the third instance submitted for our decision within the last ten days, where, in matches by correspondence, disputes having arisen, the games have been prematurely abandoned; and in each case, the result appears attributable to the same cause, namely, the *want of a good stake dependant on the issue of the match.*

We have not space for the correspondence between the Norwich and Maryport Clubs, but we will examine the games and give our opinion upon them next week.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—Will you permit me to occupy a brief space in your admirable journal, with the discussion of a topic closely allied to the object to which it is dedicated. Sir Frederick Madden, in his very elaborate and erudite "Essay on Chess Antiquities," endeavours to establish the prevalence of Chess in Northern and Western Europe, long prior to the time of the crusades; but he observes,* "I do not here insist on the claims of the

* Chess Player's Chronicle, vol. 1, p. 125.

Irish Chronicles to belief, * * * ; nor on the more positive testimony of the Welsh laws of Howel Dha (about A. D. 943,) which speak of some species of game played with black and white men (*werin*) on a table-board (*tawlbwrdd*). In both instances I shall consider the fact *not proven*; since it cannot be reconciled with the statements of Oriental writers, nor with the chronology of the game. Besides these objections, the meaning of the terms employed is by no means certain; and may, with far greater probability, be referred to the game of tables or draughts than to Chess." He adds, in a note, with respect to the Welsh game, "The board was made of ivory, bone or horn; and the game was played with eight men only on each side."

In a highly valuable edition of the "Ancient Laws and Institutes of Wales," recently prepared and published with the sanction of the Record Commissioners, the subjoined annotation appears, among the Glossary of Welsh Terms:—"TAWLBWRDD (*tawl-bwrdd*) throw-board. This game was played with sixteen white men against a black king with eight black men. The nature of their disposition upon the board and their moves appear to be unknown." In the body of the laws, there are several regulations affecting the value and donation of throw-boards. From these, some slight information may be gleaned with regard to the game itself, Venedotian Code, b. 1, c. 11, § 6, "He" (the judge of the court) "is to have a throw-board of the bone of a sea-animal from the king, and a gold ring from the queen, and another from the bard of the household; and these trinkets he is neither to sell nor to give away whilst he lives." Dimetian Code, b. 1, c. 14, § 20, "the king is to confer upon him" (the judge of the court) "his office, if satisfied with him, and instal him in a seat appropriate for him; then ornamental trinkets are to be given him, a throw-board by the king, and gold ring by the queen; and let him neither give nor sell them." * Again, Venedotian Code, b. 1, c. 14, § 8, "He" (the bard of the household) "is to have a throw-board, of the bone of a sea-animal, from the king, and a gold ring from the queen." And again, Gwentian Code, b. 1, c. 35, § 18, "If the king be holding court in his caughthellowship, he" (the caughthellow) "receives, on entering into office, a gold ring, a harp, and a throw-board, from the king." Welsh Laws, b. 5, c. 1, § 1, "the duty of the caughthellow is to stand and to be in the place of the king during his presence, and during his absence, in every thing; and his cross is an effective cross; and his interdiction is an effective interdiction; and he is to receive from the king a gold ring and a harp and a throw-board, when he is invested with his office; and he is to keep them whilst he shall live."

The foregoing provisions relate to the presentation of the throw-board, as a badge or ensign of office. The following determine its value, under different circumstances; and they serve to show the materials of which it

* There is a similar provision in Gwentian Code, b. 1, c. 13, § 24.

was composed, and the classes of society by whom it was chiefly used. Dimetian Code, b. 2, c. 35, §§ 15—20, "The king's throw-board is six score pence in value; a throw-board of the bone of a sea-animal is three score pence in value; a throw-board of any other bone is thirty-pence in value; a throw-board of a hart's antler twenty-four pence; a throw-board of a bullock's horn twelve-pence; a throw-board of wood four legal pence." Gwentian Code, b. 2, c. 18, §§ 2—10, "The king's throw-board, his harp, and his cloak, are each six score pence in worth: the king's throw-board of a bullock's horn is twenty-four pence in value; a breyr's throw-board is three score pence in value; of wood, is four-pence in value; a taecog's throw-board is thirty-pence in value; a throw-board of a stag's horn is twelve-pence in value." Welsh Laws, b. 5, c. 2, § 149. "The throw-board of the king is six score pence in value, and it is thus shared—three score upon the white men, and three score upon the king with his men; to be thus shared—thirty-pence upon the king and thirty upon his men, that is, three-pence and three-farthings upon each of the men of the king; and the like amount upon each one of the white men: the king is valued at as much as eight men, because as much is played with him as with the eight men; and the half of that is the worth of the throw-board of an uchelwr."*

* Lastly, there are these miscellaneous regulations concerning throw-boards:—Welsh Laws, b. 14, c. 19, § 7, † "Three pledges free to use, before they lapse: a milch cow, a harp, and a throw-board; for they will not be worse on that account." Also, b. 14, c. 3, § 29, "Three things which the youngest son is to have, in preference to his brothers, besides the privileged tyddyn, ‡ and the buildings between which wind does not pass: one is a harp, a second is a throw-board, a third is a coulter."

Whether the article designated *Tauilwrdd* was a Chess-board, and the game in which it was employed was Chess, is the problem to be solved. The inquiry is highly interesting, as involving the date of the introduction of Chess into Western Europe. The particular year of the promulgation of the laws of Howel Dha, is a question vexed among antiquaries. It seems, however, to be assigned by all to the earlier half of the tenth century; the conjectural periods severally falling within a range of years extending from A. D. 914 to A. D. 943. Was, then, the game of *Tauilwrdd* the game of Chess?

This mysterious board and a gold ring were presented, as ensigns of office, to the Judge of the Court, to the Bard of the Household, and to

* A *Breyr* and an *Uchelwr* were freemen of superior rank; a *Taeog* was a husband-man, probably corresponding with the Saxon churl and the Norman villain. Laws of a similar purport may likewise be found in Venedotian Code, b. 3, c. 22, §§ 12, 23—26, and 207; Leges Wallicæ, lib. 2, cap. 8, §§ 29—34; Leges Howeli Boni, lib. 1, cap. 22, § 9, and cap. 37, §§ 27—33.

† Likewise, b. 9, c. 38, § 13.

‡ The *Tyddyn* was the smallest territorial division.

the Caughellor or Cancellarius. While the gold ring, by its material and its form, might typify the purity which should ever distinguish the sentiments of the poet, the decisions of the judge, and the transactions of the king's representative; in like manner, the throw-board, by the nature of its use, might serve to indicate the mental ability which was no less needful for the adequate discharge of those officers' various functions. For their duties, it is obvious, exacted from them superior acumen and acquirements; and it may, therefore, admit of a plausible conjecture, that the game, whose instruments were, in these instances, adopted as the official symbols or insignia, was one marked out from other sports by its peculiar requisition of judgment and skill: and in this we might discover an attribute analogous to the chief characteristic of Chess.

Moreover, the game of Tawlbwrdd possessed these elements in common with Chess,—that it was played upon a board, and with pieces denominated, and therefore probably representing, men. But it also appears that there were sixteen white men on the one side, and a king and eight men on the other; and that the force of the king in play was equal to the power of eight men. Sir Frederick Madden would seem to be in error, in describing the game as having been played “with eight men only on each side.” The whole of the pieces were worth, collectively, 120 pence. The white men were worth 60, and the king and his men 60, pence. The king was worth 30, and his men collectively 30, pence. And each man (both of white men and of king's men) was separately valued at $3\frac{1}{2}$ pence. Consequently, there must have been sixteen white men, eight king's men, and one king.* The facts thus elicited, as to the numbers of the men and the powers of the king, exhibit decisive points of distinction between Throw-board and Chess. Although, counting pawns, the Chess men on each side amount to sixteen; yet the *werin y tawlbwrdd* presented that number on one side only, and included twice as many men on that side as on the other. Moreover, on the throw-board there was but one king, and he was as powerful as eight men. And, as the king is said to be worth as much as eight men in money, *because* he was worth as much as eight men in play, it may be inferred that the several men, being identical in value, were likewise equivalent in force. The term *werin*, which in the Welsh tongue signifies *the common people*, lends an additional colour to this suggestion. The game of Tawlbwrdd, therefore, could not have been Chess, according to the modern application of the word.

But, in Welsh, *Tawl* is a *throw*; and *Tawl-bwrdd*, in its literal mean-

* Sir Frederick Madden states that some of the men, and the Editor of the “Ancient Laws and Institutes of Wales” that the king and his men, were *black*. But the fact of their nigritude is neither asserted in, nor even constructively deducible from, any of the laws on the subject of throw-boards, with which I have hitherto met. I have accordingly adopted the expression “king's men,” as being at once explicit, and free from objection as to its involving an assumption not warranted by existing information.

ing, is a *throw-board*. This interpretation would seem to indicate that dice were employed in the conduct of the game; and perhaps might lead us to select *Backgammon* as its lineal descendant. Dr. Wotton has advanced a similar hypothesis, but on different grounds. In his *Glossarium*, he writes: * "Tawlbwrdd—Mensa lusoria, similis abaco qui in ludo Scacchiæ usurpatur. Occurrit inter domestica nobilium utensilia.—Lib. iii. cap. 7. Cui autem ludo destinatus erat hic abacus, incertum. Latrunculis ex utraque parte usos fuisse lutores constat, et ad Scacchiæ ludum proxime accedere videtur, quæ post Romanorum adventum nobis forsâ innotuit. Crediderim quidem ludum quem nos anglice vocamus *Backgammon* hic designari, ni latrunculorum numerus obstiterit: Hujusce enim lusus nomen est purum putum Wallicum, Cammon, prælium, Bach, parvum, quasi Præliolum. A Wallis igitur ad nos hunc ludum provenisse est verisimillimum." But the Doctor's etymology is at best very doubtful; for *Back* and *Cammon* (or *Cammawn*) do not appear to have been ever combined into an actual word by the Welsh themselves, and such a combination by a foreign people is highly improbable, and, indeed, altogether inadmissible without direct proof. And although Dr. Wotton asserts, "ni latrunculorum numerus obstiterit," yet the disparity between the numbers of the adverse forces, and the peculiar powers and single sovereignty of the king, brooking "no brother near the throne," do appear to establish as conclusive a distinction between *Tawlbwrdd* and modern *Backgammon*, as between that enigmatic amusement and Chess. The game of Draughts is equally excluded, by similar reasoning, from identification with *Throw-board*.

There is preserved to us, however, sufficient information to show that there existed amongst the Welsh, during the earlier portion of the tenth century, and probably long before, a game which was played with men upon a board according to certain laws; which in some respects was similar to and in others different from *Backgammon*, *Draughts* and *Chess*; and which may have been a species of rudimentary Chess,—an incipient germination of that nobler plant—a nebular nucleus of that brighter orb. It remains a question for further investigation,—whence this game was acquired by the Cymry; whether it was, in fact, invented by themselves, or brought with them in their early migrations from the East, and preserved for ages, until ultimately lost, or exalted by successive improvements into Chess, in their final settlement in the then "far West."

Your very obedient Servant,

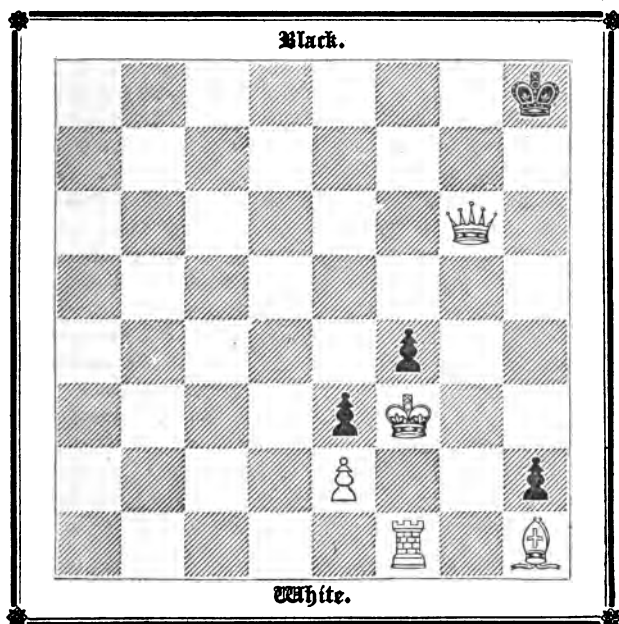
D. P. F.

* *Leges Wallicæ*, p. 583, fol. Lond. 1730.

PROBLEM, No. 62.

By the celebrated Russian Chess Player, M. PETROFF.

There are two Solutions to this novel and ingenious Problem. In the one case, White engages, *without taking any of the adverse Pawns, or affording them an opportunity of going to Queen, to compel Black to give Checkmate* in 56 moves; in the other case, White undertakes, without taking any Pawn, to compel the adversary to advance a Pawn to the eighth square, and, let him choose whatever piece he may for the Pawn, oblige him to mate White in 63 moves.



GAME CLXXXV.

Ablly contested Game, between Messrs. ST—N and J. B—N; the former giving the odds of the Pawn and two Moves.

(Remove Black's K. B.'s P. from the board.)

White. (Mr. B—N.)

1. K. P. two
2. Q. P. two
3. K. B. P. two
4. Q. P. one (a)
5. Q. B. P. two
6. K. Kt. to B. third

Black. (Mr. ST—N.)

- 1.
2. Q. P. one
3. Q. B. P. two
4. K. Kt. P. one
5. K. B. to Kt. second
6. Q. B. to K. Kt. fifth

White. (Mr. B—N.)

7. K. R. P. one
8. Q. takes B.
9. Q. Kt. to B. third
10. K. B. to Q. third
11. Q. B. to Q. second
12. Q. to K. Kt. fourth
13. K. R. to K. B. square
14. K. R. P. one
15. Q. to K. R. third
16. K. Kt. P. two
17. K. B. P. one
18. K. R. P. one
19. K. Kt. P. takes P.
20. K. B. to K. second
21. K. R. to R. square
22. Castles on Q.'s side
23. Q. B. to K. Kt. fifth
24. K. B. to K. R. fifth
25. K. B. to K. Kt. sixth (*b*)
26. Q. B. to K. R. sixth
27. Q. B. to K. B. eighth (*c*)
28. P. takes R.
29. R. takes Q.
30. B. takes K. P.
31. P. takes K. R. P.
32. Q. R. to Q. second
33. B. takes Kt. (check)
34. Q. R. to K. second
35. K. R. to R. fourth
36. K. to Q. B. second
37. Kt. to Q. square
38. K. R. to his seventh (check)
39. K. R. to Q. R. seventh
40. Q. R. P. one
41. K. R. takes Q. R. P.
42. K. R. to Q. R. seventh
43. Kt. to K. third
44. Kt. takes doubled P. (check)
45. Kt. takes B. (*d*)
46. R. to Q. seventh
47. R. takes Q. P.
48. K. to Q. B. square
49. K. to Q. B. second
50. Kt. to Q. R. fourth
51. R. to Q. seventh
52. Q. P. one

Black. (Mr. St—N.)

7. B. takes Kt.
8. Q. Kt. to Q. second
9. K. Kt. to B. third
10. Castles
11. K. Kt. to K. R. fourth
12. K. to R. square
13. Q. R. P. one
14. K. B. to Q. fifth
15. Q. Kt. to K. B. third
16. Q. to her second
17. K. Kt. to Kt. second
18. P. takes K. R. P.
19. K. Kt. takes K. R. P.
20. K. Kt. to Kt. second
21. K. R. to K. B. second
22. Q. R. to Q. Kt. square
23. K. Kt. to K. square
24. K. R. to K. Kt. second
25. Q. Kt. P. two
26. K. R. to Kt. square
27. R. takes K. B.
28. Q. takes Q.
29. Q. Kt. P. takes P.
30. K. to his Kt. second
31. Kt. takes K. R. P.
32. Kt. to K. B. third
33. Kt. takes B.
34. K. to his B. second
35. R. to K. Kt. square
36. Kt. to K. Kt. fifth
37. Kt. to K. fourth
38. K. to his B. third
39. Kt. to Q. sixth
40. R. to Q. Kt. square
41. K. to his fourth
42. B. takes Q. Kt. P.
43. Kt. to K. B. fifth
44. K. to Q. fifth
45. Kt. takes R.
46. K. takes K. P.
47. Kt. to Q. fifth (check)
48. Kt. to K. seventh (check)
49. Kt. to K. B. fifth
50. K. to Q. fifth
51. R. to K. R. square (*e*)
52. R. to K. R. seventh (check)

White. (Mr. B—N.)

53. K. to Q. Kt. third
54. Kt. to Q. Kt. second
55. Kt. takes P. (g)
56. K. to Q. R. fourth
57. R. to Q. R. second

Black. (Mr. St—N.)

53. Kt. to Q. fourth (f)
54. Q. B. P. one (check)
55. R. to K. R. sixth (check)
56. K. takes Kt.

AND THE GAME, AFTER SEVERAL MORE MOVES, WAS ABANDONED
AS DRAWN.

Notes to Game CLXXXV.

(a) If he had taken the Pawn, Black would have checked, and taken the Pawn with his Queen.

(b) The attack in this Game is conducted with much skill, and appears at the present stage to be almost irresistible.

(c) Cleverly played. Had Black ventured to capture this Bishop, he would have been mated immediately.

(d) Q.'s R. to K. B.'s second would perhaps have been better play.

(e) We believe that, in this position, Black with careful play might have won the game.

(f) Kt. to Q.'s sixth would likewise have been a good move.

(g) His only chance of saving the game.

GAME CLXXXVI.

Between Messrs. St—N and P—T.

White. (Mr. St—N.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. P. takes P.
7. K. P. one
8. Q. to her Kt. third
9. Castles
10. Q. B. to Q. R. third
11. Q. Kt. to Q. second
12. K. B. takes K. B. P. (check)
13. Q. takes Q. Kt. P.
14. Q. takes Q. Kt. (check)
15. Q. to Q. B. fifth
16. Q. takes K. P. (check)
17. Q. R. to K. square
18. Q. Kt. to K. fourth
19. K. Kt. to Kt. fifth

Black. (Mr. P—T.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. B. to Q. R. fourth
7. Q. P. one
8. Q. to K. second
9. P. takes P.
10. Q. to K. B. third
11. Q. B. to K. B. fourth
12. Q. takes B.
13. R. to Q. square
14. Q. B. to Q. second
15. K. B. to Q. Kt. third
16. Kt. to K. second
17. Q. B. P. two
18. Q. B. to Q. B. third

AND, AFTER A FEW MOVES, BLACK RESIGNED.

GAME CLXXXVII.

Between Mr. LEWIS and an Amateur ; Mr. L. giving the Queen's Rook.

White. (MR. LEWIS.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Castles
5. Q. B. P. one
6. Q. P. two
7. P. takes P.
8. Q. B. to K. Kt. fifth
9. Q. B. to K. third
10. K. B. takes K. B. P. (check)
11. K. B. to Q. B. fourth
12. P. takes P.
13. Q. Kt. to Q. second
14. K. B. to Q. Kt. third
15. Kt. takes K. B.
16. Kt. to K. sixth (check)
17. Kt. takes Q.
18. Kt. takes Kt.
19. Q. Kt. P. one
20. K. R. to Q. R. square
21. Kt. to Q. fourth
22. Kt. to K. sixth
23. K. Kt. to its fifth (check)
24. K. Kt. to K. fourth
25. K. Kt. to Q. B. third
26. P. takes P.
27. Q. Kt. to K. B. third
28. K. Kt. P. two (check)
29. K. Kt. to K. fourth
30. Q. Kt. to K. fifth (check)
31. Q. Kt. takes B.
32. K. Kt. P. one
33. R. to Q. B. square
34. P. takes Kt.
35. R. takes P.
36. K. Kt. P. one (check)
37. R. to Q. B. eighth, checks, and wins.

Black. (AMATEUR.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. Q. R. P. one
6. P. takes P.
7. K. B. to Q. R. second
8. K. Kt. to K. second
9. Q. B. to K. Kt. fifth
10. K. to B. square
11. Q. P. one
12. K. Kt. takes P.
13. Q. Kt. P. two
14. K. B. takes P.
15. Q. B. takes Q.
16. K. to his square
17. Q. B. takes K. B.
18. Q. B. takes Q. R. P.
19. Q. R. P. one
20. Kt. to Q. Kt. fifth
21. Q. B. P. one
22. K. to B. second
23. K. to Kt. third
24. K. R. to Q. square
25. Q. R. P. one
26. Q. B. to K. B. second
27. K. to K. R. fourth
28. K. to Kt. third
29. K. R. P. one
30. K. to R. second
31. K. R. to Q. fourth
32. Kt. to Q. B. seventh
33. Kt. takes Q. B.
34. Q. R. takes P.
35. Q. R. takes Kt.
36. K. to Kt. square

GAME CLXXXVIII.

Finely fought Game, between Mr. ST—N and Mr. S—Y ; the former giving the Pawn and two Moves.

Black. (Mr. S—Y.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. K. P. one
5. Q. to K. Kt. fourth
6. K. Kt. to B. third
7. K. R. P. two
8. K. R. P. one
9. Q. takes Q. P.
10. Kt. takes Kt.
11. Q. B. to Q. second
12. Q. takes Q.
13. R. P. takes P.
14. R. takes R.
15. B. to Q. B. third
16. Kt. takes B.
17. Kt. to Q. Kt. fifth
18. Q. B. P. two
19. Kt. to B. third
20. Kt. to Q. R. fourth
21. Castles
22. P. takes P.
23. B. takes Q. Kt. P.
24. Q. Kt. P. one
25. R. to K. square
26. B. to Q. R. sixth
27. B. to Q. B. fourth
28. K. B. P. one
29. K. Kt. P. two
30. B. takes B.
31. K. B. P. one
32. P. takes P. (check)
33. R. to Q. square
34. K. to Kt. second
35. Kt. to Kt. sixth
36. Kt. to Q. B. fourth (check)
37. Q. R. P. one
38. R. to Q. second
39. R. to K. Kt. second
40. Kt. to Q. second
41. Q. R. P. one

White. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. K. Kt. P. one
5. K. Kt. to K. second
6. Q. B. P. takes P.
7. Q. Kt. to B. third
8. Q. Kt. takes K. P.
9. K. B. to K. Kt. second
10. Q. to her R. fourth (check)
11. Q. takes Kt.
12. B. takes Q.
13. P. takes P.
14. B. takes R.
15. B. takes B. (check)
16. Q. P. two
17. K. to Q. second
18. Q. R. P. one
19. Q. P. one
20. K. to Q. B. second
21. Q. Kt. P. two
22. P. takes P.
23. K. P. one
24. B. to K. B. fourth
25. R. to Q. B. square
26. R. to Q. R. square
27. K. to Q. third
28. Kt. to Q. B. third
29. B. to K. third
30. K. takes B.
31. K. to Q. third
32. Kt. takes P.
33. R. checks
34. Kt. to Q. B. third
35. R. to K. B. square
36. K. to Q. B. fourth
37. K. to Q. fourth
38. R. to K. B. fifth
39. K. Kt. P. one
40. Kt. to K. fourth
41. Kt. to Q. sixth (check)

Black. (Mr. S—Y.)

42. K. to Q. R. third
43. R. to Kt. square
44. K. to Kt. second
45. Q. R. P. one
46. K. to Q. B. square
47. Q. Kt. P. one
48. Kt. to K. fourth
49. K. to Q. Kt. square
50. Q. R. P. one
51. Kt. takes P.
52. K. to B. square
53. R. to K. Kt. third
54. K. to Q. second

White. (Mr. St—N.)

42. Kt. to K. eighth
43. Kt. checks
44. Kt. to K. sixth
45. R. to K. B. seventh
46. K. to Q. B. third
47. K. to Kt. fourth
48. R. to Q. B. seventh (check)
49. K. takes Kt. P.
50. K. to Q. Kt. sixth
51. R. to Kt. seventh (check)
52. R. to Q. R. seventh
53. R. takes P.
54. K. to Q. B. fifth

AND THE GAME WAS ULTIMATELY WON BY WHITE.

PROBLEMS FOR YOUNG PLAYERS.

No. 53.

By E. W., Bristol.

White.

- K. at his second
 Q. at her Kt.'s seventh
 B. at K. B.'s second
 B. at Q. B.'s fourth
 Kt. at Q. Kt.'s fourth
 Pawns at K.R.'s third and Q. Kt.'s
 third

Black.

- K. at his B.'s third
 Q. at her B.'s eighth
 R. at K.'s square
 R. at Q. R.'s square
 B. at K. Kt.'s third
 B. at Q.'s fifth
 Kt. at Q. Kt.'s eighth
 Pawns at K. B.'s fifth and K.'s
 fourth

Either party, playing first, to mate in three moves.

No. 54.

By S. A—s.

White.

- K. at his R.'s square
 R. at Q. Kt.'s third
 B. at K. R.'s fifth
 B. at K. R.'s eighth
 Kt. at K. B.'s square
 Kt. at Q. R.'s fourth
 Pawns at K.'s third, Q. B.'s fifth,
 and Q. Kt.'s fifth

Black.

- K. at Q. B.'s fifth
 Q. at her R.'s second
 R. at K. R.'s second
 R. at Q. Kt.'s second
 B. at Q.'s eighth
 Pawns at K.'s fourth and K. B.'s
 fourth

White to move, and mate in five moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 51.

White.

1. Kt. to K.'s fourth (check)
2. Q. to Kt.'s fifth (check)
3. R.'s P. MATES.

Black.

1. P. takes Kt.
2. B. or Kt. takes Q.

No. 52.

Black.

1. K.'s B. to Q.'s fifth (check)
2. K. to his fifth
3. Q. B. takes Kt.
4. Q. B. to Q.'s eighth, winning the other Kt. and the game.
3. K. B. takes Kt.
4. K. B. checks
5. K. to K. B.'s fifth
6. K. takes Kt.
7. K. B. to K.'s fourth (check)
8. K. to Kt.'s sixth
9. Mates in two moves.

White.

1. K. to R.'s square
White is now compelled to move one of his Kts., suppose
2. Kt. to K. Kt.'s fourth
3. K. to his Kt.'s second
White, however, may play at his second move as follows :
2. Kt. to Q. Kt.'s second
3. K. to his Kt.'s square
4. K. to his R.'s square
5. Kt. to Kt.'s fourth (best)
6. K. to R.'s second
7. K. to Kt.'s square
8. K. to R.'s square

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 65.

White.

- K. at Q. R.'s second
Q. at Q. B.'s third
B. at K. Kt.'s second
Kt. at Q.'s seventh
Pawns at Q. R.'s fourth and Q. Kt.'s sixth

Black.

- K. at Q. R.'s square
R. at K. R.'s square
Pawn at Q. Kt.'s second

White to play, and mate with a Pawn in five moves, *without taking the Rook.*

No. 66.

White.

K. at Q. B.'s sixth
 Q. at K. R.'s square
 B. at Q.'s third
 Pawn at Q.'s fourth

Black.

K. at his square
 Pawn at Q.'s fourth

White playing first, to mate with his Pawn in eight moves, without taking the Black Pawn.

No. 67.

White.

K. at his fifth
 R. at K. B.'s seventh
 B. at Q. R.'s third
 Kt. at Q. R.'s fifth
 Kt. at Q. B.'s second
 Pawn at Q. B.'s third

Black.

K. at Q. R.'s square
 R. at Q. R.'s third
 Pawn at K.'s second

White to mate with the Pawn in eleven moves.

No. 68.

White.

K. at his fifth
 R. at K. B.'s fifth
 R. at Q.'s fifth

Black.

K. at his second

White to move each of his three pieces once, and to give maté in three moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 60.*

White.

1. Q. to K. sixth
2. Q. R. to K. B. square
3. K. R. to K. B. eighth (ch.)
4. Q. to K. B. seventh (ch.)
5. K. B. to Q. seventh
6. Q. to K. Kt. sixth (ch.)

When the moves of Black's
 King are forced,
 they are not given.

* The conditions upon which the mate is to be given in this Problem were not stated with sufficient clearness in our last number:—"Without taking a Pawn or giving his opponent an opportunity of moving one, White engages to effect mate with his Q. B.'s P.—at the choice of the adversary—either at the Q. B.'s sixth square, in sixty-seven moves, or at Q. B.'s seventh, in thirty-six moves."

White.

7. Q. to K. R. fifth (ch.)
8. K. Kt. to K. Kt. sixth
9. Q. R. to Q. Kt. square
10. Q. to K. B. third (ch.)
11. Q. R. to Q. Kt. second
12. K. B. to Q. B. sixth
13. K. R. to Q. R. eighth
14. K. R. to Q. R. sixth
15. K. Kt. to K. B. eighth
16. K. Kt. to Q. seventh
17. Q. B. P. two squares (dis. ch.)
18. Q. R. to Q. Kt. square (ch.)
19. Q. to K. B. second (ch.)
20. Q. R. to K. R. square (ch.)
21. Q. R. to K. R. fourth (ch.)
22. Q. to K. Kt. third (ch.)
23. Q. R. to K. B. fourth (ch.)
24. Q. R. to K. B. sixth (ch.)
25. Q. to K. Kt. seventh (ch.)
26. Q. to K. B. seventh (ch.)
27. Q. to K. B. eighth (ch.)
28. Q. to Q. Kt. eighth (ch.)
29. Q. B. P. adv. to Q. B. fifth
30. Q. to Q. Kt. seventh (ch.)
31. Q. B. P. to Q. B. sixth
32. Q. R. to K. B. seventh
33. K. R. to Q. R. square
34. K. R. to K. B. square
35. K. R. to K. square (ch.)
36. Q. B. P. adv. to Q. B. seventh (ch.), and CHECKMATES.

When the moves of Black's
King are forced,
they are not given.

25. K. to his own square (best)

[See above]

30. K. to his square (best)

[See above]

No. 60.

White.

1. Q. to Q. Kt. seventh
2. K. R. to K. R. sixth
3. K. B. to K. R. seventh
4. K. Kt. to K. R. third
5. K. Kt. to K. B. second
6. K. R. to K. R. square
7. Q. to Q. B. sixth
8. K. R. to K. square (ch.)
9. Q. to K. eighth (ch.)
10. K. R. to Q. Kt. square
11. Q. R. to K. B. seventh (ch.)

When the moves of Black's
King are forced,
they are not given.

White.

12. Q. to K. square
13. K. to Q. R. second
14. K. R. to Q. Kt. third
15. K. Kt. to Q. square
16. K. Kt. to Q. Kt. second
17. K. to Q. Kt. square
18. K. to Q. B. square
19. K. to Q. square
20. K. to K. second
21. Q. R. to K. B. eighth
22. Q. to Q. R. square (ch.)
23. Q. to Q. R. eighth (ch.)
24. K. Kt. to Q. square
25. Q. to Q. Kt. seventh (ch.)
26. K. Kt. to K. B. second
27. K. Kt. to K. Kt. fourth (ch.)
28. K. Kt. to K. R. second
29. K. Kt. to K. B. third (ch.)
30. K. Kt. to Q. second
31. K. B. to K. B. fifth
32. Q. to K. seventh
33. Q. to K. Kt. fifth (ch.)
34. K. to K. B. third
35. K. to K. B. fourth
36. Q. R. to Q. R. eighth
37. Q. R. to Q. R. sixth
38. K. B. to Q. B. eighth
39. K. R. to Q. Kt. square (ch.)
40. Q. to K. R. fifth (ch.)
41. K. Kt. to Q. Kt. third
42. K. B. to Q. Kt. seventh
43. Q. to K. B. third (ch.)
44. K. R. to Q. Kt. second
45. K. to K. B. fifth
46. K. to K. sixth
47. K. to Q. seventh
48. K. to Q. B. eighth
49. K. to Q. Kt. eighth
50. Q. B. P. two squares (dis. ch.)
51. K. R. to Q. Kt. square (ch.)
52. Q. to K. B. second (ch.)
53. K. R. to K. R. square (ch.)
54. K. R. to K. R. fourth (ch.)
55. Q. to K. B. fourth (ch.) (a)
56. K. R. to K. R. sixth (ch.)
57. Q. to K. B. sixth (ch.)
58. Q. to K. Kt. sixth (ch.)

When the moves of Black's
King are forced,
they are not given.

White.

59. K. R. to K. R. eighth (ch.)
60. K. R. to K. eighth (ch.)
61. K. B. to Q. B. sixth (ch.)
62. Q. B. P. adv. to Q. B. fifth
63. Q. to K. sixth (ch.)
64. Q. to K. B. sixth
65. K. R. to Q. eighth (ch.)
66. K. R. to Q. B. eighth (ch.)
67. Q. B. P. adv. to Q. B. sixth (ch.), and CHECKMATES.

When the moves of Black's

King are forced,
they are not given.

Note to Solution of Problem, No. 60.

(a) White may also give check with his Queen at the Knight's third, and afterwards with the Rook at the King's Bishop's fourth; and on Black moving King to his second square, as his *best*, White then may check with Queen at K. Kt. seventh, and accomplish mate in the required number of moves. The method adopted, however, is *without variation, and therefore to be preferred.*

No. 61.

White.

1. R. to Q.'s fourth (discov. ch.)
2. Q. to K.'s square (check)
3. Q. to K.'s fourth (check)
4. B. to K.'s third (check)
5. R. to Q.'s fifth (check)
6. R. takes Q. (check)
7. Q. to K. R.'s seventh (check)
8. P. takes R. (check) MATE.

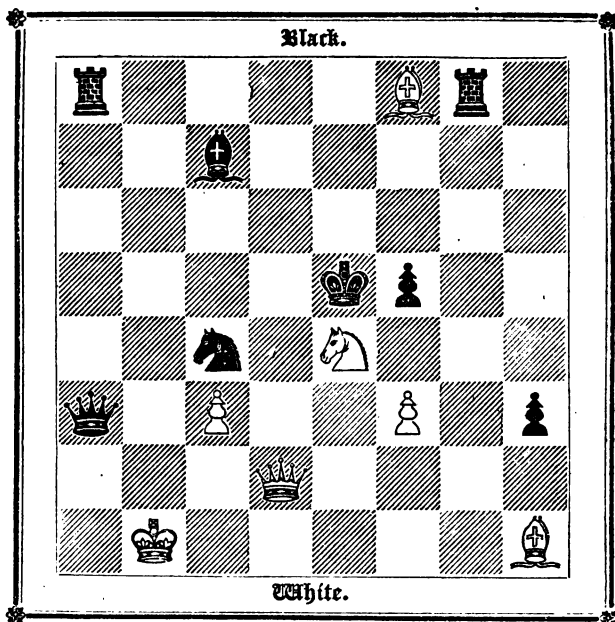
Black.

1. K. to his fourth
2. K. to his B.'s fourth
3. K. to his Kt.'s fourth
4. R. to K. B.'s fifth
5. K. to his R.'s third
6. K. takes R.
7. K. to Kt.'s fourth

PROBLEM, No. 63.

By M. D'ORVILLE, of Antwerp.*

White to play, and effect Mate in three Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"AN ATTORNEY, LIVERPOOL."—Messrs. Mongredieu and Morrison are, we believe, the strongest players in the Liverpool, and Messrs. Rhodes and Cadman, of the Leeds, Chess Club.

"NORWICH AND MARYPORT CLUBS."—The members of the Norwich Club are unquestionably entitled to all the honours of victory; and appear to us to have exhibited great forbearance in not inflicting a penalty for their opponents' first infraction of the laws. We shall be glad to hear that the parties have amicably settled their little differences, and commenced a new match for a splendid Chess-board and Men.

"A. W., GRAY'S INN."—In the position forwarded, mate may be easily given in three moves.

"GRAMMATICUS."—We are, of course, fully sensible of the inelegance and want of grammatical accuracy apparent in the present method of Chess notation, and should readily adopt any newer and better system, were it brought before us. Will our correspondent favour us with the communication adverted to?

* From Le Palamede.

"F. W. C., HALIFAX."—A private acknowledgment has been forwarded.

"G. W."—The required numbers shall be sent immediately.

"S. T."—There is a tolerably large Chess Club in Hamburgh, now held at the Hotel de Commerce: one of their most promising players is M. Horwitz.

"D. M. N."—"THE CHESS PLAYER'S CHRONICLE" is now published in MONTHLY PARTS as well as in Weekly Numbers. Part 1, containing the first four Numbers of Volume the Second, may be had through any Bookseller in Town or Country.

"STULTUS, KEYNSHAM."—We have been unable to obtain the required Solution for the present Number.

"R. R., EXCHANGE COFFEE-HOUSE."—In Chess Problems, "*the mate is unavoidable.*" Get Lewis's First Series of Chess Lessons, by far the best work upon the subject extant.

CHALLENGE TO THE CHESS CLUBS OF EUROPE.

A KING, ROOK, AND BISHOP, TO WIN AGAINST THE KING AND ROOK.

FOR nearly a century, the most distinguished Chess Players of Europe have been divided in opinion as to the possibility of a King with his Rook and Bishop winning against a King and Rook alone. Carrera, Philidor, Ponziani and other celebrated men affirming the absolute power of the Rook and Bishop *to win*, whilst Salvio, Lolli, Sarratt, and a host of authorities contend that the game *must be drawn*, except in a few peculiar situations, or from the erroneous play of the defending party. Among the great players named, two only appear to have bestowed upon the subject, any thing approaching the degree of patient industry which the investigation of it demands; these were Philidor and Lolli. The former has left an elaborate and singularly ingenious demonstration of a method, by which the Rook and Bishop win from a given position; but has failed in his attempts to prove that the adversary can be compelled to take up the situation required; the latter contents himself by adducing three positions, in two of which the game is won, while in the third, which may occur at each angle of the board, he declares it to be impossible for the Rook and Bishop to do more than *draw the game*; this position is one of extreme difficulty, and with three situations subsequently given by the best Parisian Players, after a lengthened examination of the Problem, has been considered by the majority of Chess Amateurs as so decisive of the question, that for many years the subject has ceased to excite attention.

The predominant characteristic of the present age, however, is a restless spirit of inquiry, and this has induced many eminent players of late to interest themselves in the consideration of this *vexato questio*;

foremost among them, stand M. Petroff of Russia,* M. Szen, the Hungarian, and, though last, not least, M. Zytogorski, whose name will be familiar to our readers as a frequent contributor to the Chess Chronicle: this gentleman, after pursuing the investigation with a diligence and devotedness unparalleled, has in the handsomest manner, without solicitation, presented to the conductors of this Magazine the fruits of his labours; these consist of countless beautifully played positions, comprising nearly every possible variation of which the pieces employed are capable, and in our opinion demonstrating incontestably, that, with the best play on both sides, A KING, ROOK and Bishop, can always win against a KING and ROOK. With the view of submitting this opinion to the severest test, our chief contributors are prepared to take the four positions to which we have alluded, and, for a stake of twenty guineas upon each, engage to win with the superior force against any Club or party of Amateurs in Europe.

The following are the positions referred to:—

No. 1.

By LOLLI.

<i>White.</i>	<i>Black.</i>
K. at K. Kt.'s sixth	K. at K. Kt.'s square
R. at K.'s sixth	R. at K. B.'s second
B. at K. Kt.'s fifth	

In this situation Lolli declares the White can never win, since Black can always prevent him from bringing his King to K.'s sixth, without which, he asserts you cannot force the game.

No. 2.

By the PARISIAN PLAYERS.

<i>White.</i>	<i>Black.</i>
K. at Q.'s fifth	K. at Q.'s second
R. at Q. R.'s sixth	R. at K. B.'s second
B. at Q.'s fourth	

No. 3.

By the same.

<i>White.</i>	<i>Black.</i>
K. at K. B.'s fifth	K. at K. B.'s second
R. at Q. R.'s sixth	R. at Q.'s second
B. at K. B.'s fourth	

* M. Petroff is about to publish the result of his examination, which we believe is confirmatory of Lolli's declaration, that the best play leads to a drawn battle. M. Szen, on the contrary, agrees with the opinion entertained by Philidor, that the Rook and Bishop can certainly win.

No. 4.

By the same.

White.

K. at Q.'s fifth
R. at K. R.'s seventh
B. at Q.'s fourth

Black.

K. at Q.'s square
R. at Q.'s eighth

All applications concerning this challenge must be addressed to "The Editor of the Chess Player's Chronicle, 13, Carey Street, Lincoln's Inn Fields ;" or to "M. Zytogorski, at Goode's Chess Rooms, 39, Ludgate Hill." *

MANUSCRIPTS ON CHESS

IN THE

LIBRARY OF THE BRITISH MUSEUM.†

THERE are several MSS. on Chess deposited in the British Museum, of which I shall attempt a description, commencing with the least important, and concluding with the more valuable ones.—MS. Sloan. 4029, is a small MS. on paper, containing a variety of tales in Latin. Mr. Twiss, in his very interesting work on Chess, describes it in the following laconic terms : "*Cod. Sec. XIV. Sloan. 4029. Plut. xxiii. D. Fabula de ludo Scaccarii. Two pages on paper, of which it is almost impossible to read a line.*" Without doubting the truth of Mr. T.'s assertion when applied merely to himself, I must nevertheless beg leave to differ in the general application of his opinion ; since, with little or no difficulty, I have been enabled to peruse *every* line of it. It, however, will not repay the labour of perusal, as it is a wretched *morality* on Chess, similar to that ascribed to *Pope Innocent*, which will be presently noticed. In this MS. the eight squares (*octo puncta*) of the Chess-board, are very sagaciously compared to the *eight* kinds of men living in the world, *viz. Wyldhede, Wykkydhede, Clergy, Laymen, Rich, and Poor*: the writer omitting, possibly from forgetfulness, to add the two remaining descriptions. He then mentions the names of the Chess-men, and explains their various moves, which I shall advert to in their proper place.—Bibl. Reg. 12 E. xxi. consists of two pages in rhyme, written on vellum, and called, "*Incipit modus et scientia ludi Scaccorum*;" and the *Morality of Pope Innocent*, who was raised to the see of Rome in 1198. This morality (*morality de Scaccario per dominum Innocentium Papam*) is supposed to be one of the earliest manuscripts extant on this game, but great doubts exist whether

* Should this challenge be unaccepted within six weeks or two months, we purpose publishing the whole of the variations which the skilful inventor has placed at our disposal.

† For much of the information contained in this paper, we are indebted to an article in the *New Monthly Magazine* of 1822.

the holy father were really the author of so absurd and trifling a performance, it being likewise attributed to an English monk of the same name, who lived about the commencement of the 13th century.—MS. Harl. 1275, is a small 4to, of 50 leaves of parchment, and about twenty-nine lines on a page. This is the work of *Jacobus de Cessulis*, entitled "*Liber moralis de ludo Scaccorum*." The first page has a border well illuminated in gold and colours, representing flowers, birds, angels, &c. The first letter, which is an *M.* of about an inch square, is ornamented with a miniature of a king playing at Chess with a philosopher. The drawing is good, the colours vivid, and the whole of the writing in the manuscript extremely neat, and in perfect preservation. Dr. Hyde, speaking of this book, says, that it was written by *Jacopo Dacciesole*, a Dominican friar, before the year 1200. There is a Latin manuscript of this work in the library of Dresden, with the following title: "*Solatium ludi Scacchorum, scilicet regiminis ac morum hominum, et officium Viro- rum Nobilium, quorum formas si quis menti impresserit, bellum ipsum, et Ludi virtutem corde facili- ter, vel feliciter poterit obtinere.*" At the end are these facetious lines—

Finito libro, sit laus et gloria Christo!

Detur pro pœnâ Scriptori pulchra puella.

Penna, precor, cessa, quoniam manus est mihi fessa.

Explicit hic totum, pro pœnâ da mihi potum.

There are several other copies of this work in the British Museum, which need not be enumerated.—MS. Cotton. Cleop. B. ix. 1, is a very curious little treatise on Chess, without date or title, written on vellum about the middle of the 13th century. Mr. Twiss says that it is contained "in seven octavo parchment leaves," but we must not infer from thence that the MS. extends throughout the whole of them, on the contrary it consists of only nine double-columned pages, each column having on an average forty lines of neatly written French verse, and illustrated with fifteen coloured diagrams. The work commences with the author's general address to his readers:—

Seignors un poi mentendez.
Ki les gius de esches amez.
E ieo vne partie vus dirrai.
Solunc iceo ke apris enai.
Les gius partiz numeement.
Ke me vnt apris diuerse gent.
De plusurs meistes les ai apris.
G'nt veisie iad mest auis.
E mult si purra leu amender.
Kia tuz les esches voldra iuer.
Kar ki ke uoldra ententueement.
Des gius aprender le doctnement.
Les sutils trez. les matesons.
Les defenses. cum les aprendrons.
Bien purra uer e parteneir.
Ke giuspartiz a g'nt saueir.

En tutes curz aseurement
Juer purra plus afeitement.

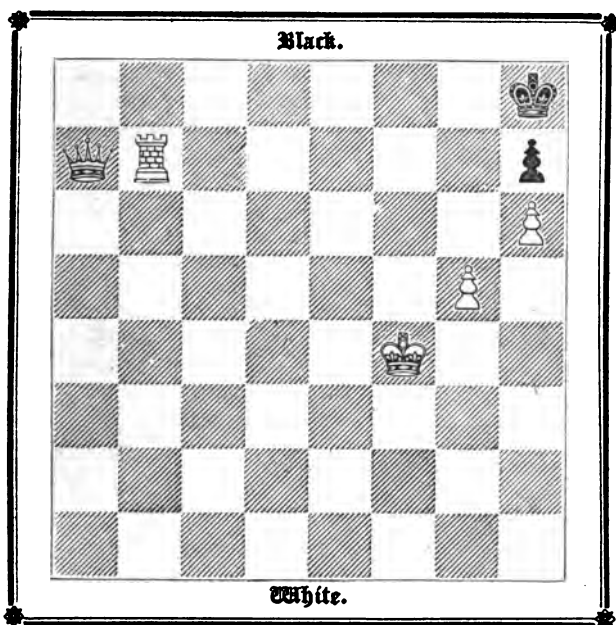
Lordings, a little to me attend,
Who the game of chess love,
And I a game will tell you,
According as I have learnt it;
Particularly the game-parties,
That divers people have taught me:
Of many masters I have learnt them,
Many times I have had advice:
And much it may be lawful to amend
For all who chess wish to play;
For he that would attentively
Of the game learn the science,
The subtle moves, the mates,
The defences, as we have learnt them,
May well see and perceive
That he who of game-parties has great know-
ledge,
In all courts assuredly
Can play more skilfully.

(To be continued.)

PROBLEM, No. 64.

By the Rev. H. BOLTON.

White engages, without the gain or loss of a Pawn, to give Mate with his Rook's Pawn in twenty-two Moves.



GAME CLXXXIX.

Between Messrs. C—E and ST—N.

Black. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. to K. second
4. K. B. P. two
5. R. takes B.
6. Q. P. two
7. Q. B. takes P.
8. K. B. takes P.
9. P. takes Kt.
10. B. to K. third
11. K. to Q. second
12. Q. Kt. to B. third
13. Q. P. takes P.

White. (Mr. C—E.)

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. B. takes K. Kt.
5. K. P. takes K. B. P.
6. Castles
7. Q. P. two
8. Kt. takes B.
9. R. to K. square
10. Q. to K. second
11. Q. to Q. Kt. fifth (check)
12. Q. B. P. two
13. Q. Kt. to R. third

Black. (Mr. ST—N.)

14. Q. R. P. one
15. K. Kt. P. one
16. Q. Kt. P. two
17. Q. R. to K. B. square
18. Q. to Q. third
19. K. R. P. two
20. Q. R. to K. B. fourth
21. K. R. to K. B. square
22. Q. P. one
23. Q. R. to K. B. second
24. Kt. to Q. fifth
25. P. takes P.
26. K. to Q. B. square
27. P. to Q. B. sixth
28. Kt. to K. seventh (check)
29. Q. takes Q. R.
30. Q. to Q. Kt. eighth (check)
31. Q. to Q. Kt. second

White. (Mr. C—E.)

14. Q. to K. R. fifth
15. Q. to K. B. third
16. Q. B. to Q. second
17. Q. to K. Kt. third
18. Q. to K. R. fourth
19. Q. B. to K. Kt. fifth
20. Q. R. to Q. square
21. Kt. to Q. B. second
22. Kt. to K. third
23. Q. Kt. P. one
24. P. takes P.
25. K. B. P. two
26. Q. to K. Kt. third
27. R. takes Q. P.
28. R. takes Kt.
29. Q. to K. B. third
30. K. to B. second

WHITE RESIGNED.

GAME CXC.

Lively Game, between the same Opponents.

Black. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. Q. P. two
8. P. takes P.
9. Q. B. to Kt. second
10. K. P. one
11. Q. B. to Q. R. third
12. Q. to Q. Kt. third
13. K. Kt. to Kt. fifth
14. Q. Kt. to B. third
15. K. Kt. to K. fourth
16. Kt. takes Kt.
17. K. B. to Q. fifth
18. B. takes B.
19. Q. R. to Q. square
20. K. R. to K. square

White. (Mr. C—E.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. B. to Q. Kt. third
7. P. takes P.
8. Q. P. one
9. K. Kt. to B. third
10. P. takes P.
11. B. takes Q. P.
12. Q. to her second
13. Q. Kt. to Q. square
14. K. R. P. one
15. Kt. takes Kt.
16. Q. Kt. P. one
17. Q. B. to Kt. second
18. Kt. takes B.
19. Castles on Q.'s side
20. K. B. P. two

Black. (Mr. ST—N.)

21. Kt. to Q. B. third
22. Kt. to Q. Kt. fifth
23. Q. R. to Q. B. square
24. Kt. takes B.
25. B. takes Kt.

White. (Mr. C—E.)

21. Q. to Q. B. third
22. K. to Kt. square
23. Kt. to Q. B. fourth
24. P. takes Kt.

AND BLACK ULTIMATELY WON THE GAME.

GAME CXCI.

At the particular request of several subscribers, we publish, this week, the Games in a Match recently played by correspondence between Mr. ST—N and some of the leading Amateurs of the Bristol Chess Club. The terms of the match were, that either party winning one game (the other game being drawn) should be declared the winner of the match.*

Black. (Mr. ST—N.)

1. K. B. P. two (a)
2. K. Kt. to B. third
3. K. P. one
4. K. B. to Q. Kt. fifth
5. B. takes Kt. (check)
6. Castles
7. Q. B. P. two (b)
8. Q. to K. second
9. Q. Kt. to B. third
10. Q. Kt. P. one
11. Q. P. one (c)
12. K. P. one
13. Q. P. takes P.
14. K. B. P. one (d)
15. K. Kt. to K. R. fourth
16. R. to B. third
17. Q. B. to K. third
18. Q. R. to K. B. square
19. R. to K. Kt. third
20. Q. to K. Kt. fourth
21. K. Kt. to B. third
22. K. Kt. takes Kt. (f)
23. K. R. P. two
24. R. P. takes P.
25. P. at Kt. fifth, one
26. K. R. to R. third
27. Q. to K. second
28. Kt. to Q. R. fourth

White. (BRISTOL.)

1. Q. P. two
2. Q. B. P. two
3. Q. Kt. to B. third
4. Q. R. P. one
5. P. takes B.
6. K. P. one
7. K. Kt. to R. third
8. K. B. to Q. third
9. Q. to K. second
10. K. B. P. one
11. Castles
12. Q. P. takes K. P.
13. K. P. one
14. K. Kt. to K. B. second
15. Q. B. to Q. second
16. K. R. to Q. square (e)
17. Q. B. to K. square
18. K. Kt. to K. Kt. fourth
19. K. R. P. one
20. K. R. to Q. second
21. K. to K. B. square
22. R. P. takes Kt.
23. B. to K. B. second
24. K. to K. square
25. B. to K. Kt. square
26. K. to Q. square
27. K. to Q. B. second
28. K. R. to Q. square

* These Games have appeared in print before.

Black. (Mr. ST—N.)

29. Q. to K. B. second
30. K. Kt. P. two
31. B. takes P.
32. Kt. takes B. (check)
33. R. to Q. third
34. Kt. takes R.
35. R. to Q. square
36. R. to Q. second
37. Q. takes Q.
38. K. to B. second
39. K. to his B. third

White. (BRISTOL.)

29. K. to Q. Kt. second
30. Q. to Q. B. second
31. B. takes B.
32. K. to B. square
33. R. takes R.
34. Q. to Q. third
35. K. to B. second
36. Q. to Q. fifth
37. P. takes Q.
38. R. to Q. square

AND WHITE RESIGNED THE GAME.

Notes to Game CXCI.

(a) This mode of opening the game is frequently adopted by the best Players on the Continent, and may be practised with perfect safety.

(b) A good move. If White takes this Pawn, his opponent obtains more than an equivalent, as he separates the adverse Pawns, and gains one of them immediately, by playing Kt. to King's fifth.

(c) Better than moving this Pawn two steps, since White would, in that case, have released the double Pawns.

(d) This move is far more effective than the obvious one of taking K. P., which would have allowed the adversary to place his King's B. at K. fourth, attacking the Q. Kt.

(e) We are inclined to believe that the game of White would have been improved by playing Q.'s R. to Q.

(f) Had Black, instead of taking the Kt., attacked it with K. R. P., he would have lost his Q.

The attack in this game is well sustained by Black ; and any deficiency observable in the play of his opponents, is amply compensated for by the tact and skill displayed by them in the subsequent game.

GAME CXCH.

Second and concluding Game of the Match recently played by correspondence between Mr. ST—N and the Bristol Amateurs.

White. (BRISTOL.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. K. B. takes P.
5. P. takes P.
6. K. Kt. to B. third

Black. (Mr. ST—N.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. K. P. takes P.
5. K. Kt. to B. third
6. K. B. to Q. Kt. fifth (check)

White. (BRISTOL.)

7. Q. Kt. to Q. B. third
8. Castles
9. Q. B. to K. third
10. K. B. to K. second (*a*)
11. Q. to Q. B. second (*b*)
12. Q. R. P. one
13. K. Kt. to K. fifth
14. K. B. takes B.
15. Q. P. takes Kt.
16. Q. B. to Q. B. fifth
17. K. B. P. two
18. Q. R. to Q. square
19. Q. to K. second
20. K. B. to K. Kt. fourth
21. B. takes B.
22. K. B. P. one (*f*)
23. K. B. P. takes P.
24. B. to K. B. third
25. Q. to K. third
26. R. to Q. seventh
27. K. to R. square (*k*)
28. Q. takes Q.
29. Q. R. takes Q. Kt. P.
30. K. R. P. one
31. B. to Q. square
32. R. takes R.
33. B. to K. B. third (*l*)
34. K. to Kt. square (*m*)
35. K. to B. second (*n*)
36. Q. Kt. P. one
37. Q. R. P. one
38. P. takes P.

Black. (MR. ST—N.)

7. Castles
8. Q. B. to K. Kt. fifth
9. Q. Kt. to Q. B. third
10. K. Kt. to Q. fourth
11. Q. B. to K. R. fourth (*c*)
12. K. B. to Q. R. fourth
13. K. Kt. takes Q. Kt.
14. Q. Kt. takes Kt.
15. Kt. to Q. fourth
16. K. R. to K. square
17. Q. B. P. one
18. Q. to K. R. fifth
19. K. Kt. P. one (*d*)
20. B. to Q. Kt. third (*e*)
21. R. P. takes B.
22. Q. R. to Q. R. fifth (*g*)
23. K. R. P. takes P.
24. Kt. to K. B. fifth (*h*)
25. P. at Q. Kt. third, one
26. Q. to K. Kt. fourth (*i*)
27. Q. takes K. P.
28. R. takes Q.
29. Q. R. to Q. B. fifth
30. Kt. to Q. sixth
31. Q. R. to K. B. fifth
32. Kt. takes R.
33. Kt. to Q. fourth
34. K. to Kt. second
35. K. to B. third
36. Kt. to K. second (*o*)
37. P. takes P.
38. R. to Q. R. fourth

DRAWN GAME.

Notes to Game CXCII.

- (*a*) The best move, apparently, to preserve the Q. P.
- (*b*) Good play, threatening to move K. Kt. to Kt. fifth, which might cost the adversary a piece.
- (*c*) Well played also. By this simple move, Black utterly disconcerts the meditated attack on his K. R. P.
- (*d*) Had Black, instead of this move, taken K. B. P. with his Kt., the opponents, by capturing K. B. P. with B. (giving check at the same time), would have obtained a winning position.
- (*e*) This is far better than playing K. R. P. two, in which case White would have moved the B. to Q. seventh, attacking the R.

(f) We are disposed to believe that, by thus prematurely moving this Pawn, the Bristolians weakened their game.

(g) This Rook is now admirably posted.

(h) A fine position for the Kt. also. Had Kt. remained at Q. fourth, White might have captured it with K. B.; and then, by playing Q. to K. B. third, would have won a Pawn.

(i) Threatening to win the adverse Q., by checking with the Kt. at K. R. sixth.

(k) But for the necessity of making this defensive move, there is every probability that the Bristol players would have acquired the better game. If, however, instead of moving the King, they had proceeded with their attack, playing Q. to Q. Kt. sixth, their adversary would have moved his Q. R. to Q. B. fifth, and afterwards checked with Kt.; and thus have been enabled, at least, to draw the game.

(l) This is stronger than B. to Q. Kt.'s third.

(m) (n) These moves are to bring the King within reach of the adverse Pawns on Q.'s side.

(o) This appears to be the only move by which Black can prevent his opponents obtaining the decisive advantage of an unopposed Q. R. P.

The above game is capitally sustained by both parties; but it is creditable in an especial degree to the two leading Amateurs of Bristol (Messrs. E. W——s and H——n), upon whom the responsibility of conducting the match devolved, inasmuch as those gentlemen have rarely participated in the advantages derivable from practice with the leading Players of the metropolis.

GAME CXCIH.

Mr. E. WILLIAMS, of Bristol, gives the Queen's Rook to an AMATEUR, and plays without seeing the Chess-board.

(White's Q.'s Rook must be taken from the board.)

White. (Mr. E. W——.)

1. K. P. two
2. K. P. one
3. K. B. P. two
4. K. Kt. to B. third
5. Q. B. P. one
6. Q. P. two
7. B. takes P.
8. K. Kt. to Q. fourth
9. Castles
10. P. takes Kt.
11. K. to R. square

Black. (AMATEUR.)

1. Q. P. two (a)
2. Q. B. P. two
3. K. P. one
4. K. R. P. two
5. Q. B. P. one
6. P. takes P. *en passant*
7. K. B. to Q. B. fourth
8. Q. Kt. to B. third
9. Kt. takes Kt.
10. B. takes P. (check)
11. K. Kt. to R. third (b)

<i>White.</i> (Mr. E. W—.)	<i>Black.</i> (AMATEUR.)
12. B. checks	12. Q. B. to Q. second
13. B. takes Q. B. (check)	13. Q. takes B.
14. Q. takes B.	14. Kt. to K. B. fourth
15. Q. to Q. Kt. fourth	15. K. R. P. one
16. Q. Kt. to B. third	16. Q. R. P. one
17. B. to Q. second	17. Q. to B. third
18. R. to Q. B. square	18. Q. P. one
19. Kt. to Q. R. fourth	19. Q. to K. fifth
20. K. R. P. one	20. R. to R. third
21. Q. to Q. B. fifth	21. R. to Kt. third
22. Q. to Q. B. eighth (check) (c)	22. R. takes Q.
23. R. takes R. (check)	23. K. to Q. second
24. Kt. to Q. Kt. sixth (check)	24. K. to K. second
25. B. to Q. Kt. fourth (check)	25. Kt. to Q. third
26. B. takes Kt. (ch.) (MATE). (d)	

Notes to Game CXCVIII.

(a) Black deviates from the customary opening for the purpose of embarrassing the blindfold-player.

(b) Overlooking the threatened check of his adversary next move, which wins the Bishop.

(c) Very finely played.

(d) When the extreme difficulty of forming accurate combinations at Chess, without the advantage of looking at the board, is considered, the termination of this game must be acknowledged a highly ingenious stroke of play.

PROBLEMS FOR YOUNG PLAYERS.

No. 55.

<i>White.</i>	<i>Black.</i>
K. at his B.'s sixth	K. at K. R.'s third
B. at Q. Kt.'s second	Pawn at K. R.'s second
Pawn at K. Kt.'s second	

White to play and mate in five moves.

No. 56.

By J. Mc. G—.

<i>White.</i>	<i>Black.</i>
K. at his square	K. at his fourth
Q. at Q. B.'s sixth	Q. at K. Kt.'s square
R. at K. Kt.'s square	R. at K. B.'s fourth
Pawns at K. B.'s second and Q.'s third	Pawns at K.'s third and K. B.'s third

White, playing first, mates in three moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
 Published in our last Week's "CHRONICLE."

No. 53.

White playing first.

White.

1. B. to K. R.'s fourth (check)
2. Q. to K.'s fourth (check)
3. B. MATES.

Black.

1. K. to his B.'s fourth
2. K. takes Q.

Black playing first.

Black.

1. Q. to her seventh (check)
2. Q. takes B. (check)
3. Q. MATES.

White.

1. K. to B.'s third
2. K. to Kt.'s fourth

No. 54.

White.

1. Kt. to Q.'s second (check)
2. R. to Q.'s third (check)
3. R. to Q.'s sixth (check)
4. B. to K. B.'s third (check)
5. R. MATES.

Black.

1. K. to Q.'s fourth
2. K. to his third
3. K. to K.'s second
4. K. to his B.'s square

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS
 In our preceding Number.

No. 62.

FIRST SOLUTION.

White.

1. Q. to K. Kt. fifth
2. R. to Q. R. square
3. R. to Q. R. eighth
4. Q. to K. Kt. eighth
5. R. to Q. R. sixth
6. Q. to K. Kt. sixth
7. R. to Q. R. square
8. B. to K. Kt. second
9. Q. to K. R. seventh
10. R. to K. R. square

Black.

When the moves of Black's
 King are forced,
 they are not given.

White.

11. B. to K. R. third
12. Q. to her seventh
13. Q. to K. B. fifth
14. Q. to K. sixth
15. Q. to Q. sixth
16. Q. to Q. B. seventh
17. Q. to Q. seventh
18. Q. to K. seventh
19. Q. to K. B. eighth
20. B. to K. sixth
21. Q. to K. B. seventh
22. B. to Q. fifth
23. Q. to K. Kt. eighth
24. Q. to K. Kt. seventh
25. Q. to K. Kt. sixth
26. Q. to K. fourth
27. K. to Kt. second
28. Q. to K. fifth
29. Q. to K. R. eighth
30. B. to K. B. third
31. Q. to K. R. fifth
32. Q. to K. Kt. fifth
33. Q. to K. B. sixth
34. Q. to K. R. sixth
35. Q. to K. Kt. fifth
36. Q. to K. Kt. sixth
37. Q. to K. B. fifth
38. Q. to K. B. sixth
39. Q. to K. fifth
40. R. to Q. square
41. R. to Q. B. square
42. K. to R. square
43. R. to Q. B. seventh
44. Q. to Q. sixth
45. R. to K. seventh
46. Q. to K. B. sixth
47. R. to K. Kt. seventh
48. R. to K. Kt. fourth
49. Q. to K. fifth
50. Q. to K. Kt. seventh
51. R. to K. Kt. second
52. Q. to K. Kt. fifth
53. R. to K. Kt. third
54. Q. to K. B. fifth
55. Q. to K. B. fourth
56. B. to K. R. fifth

Black.

11. K. to K. fourth
[See below.]
13. K. to K. second
14. K. to Q. square

When the moves of Black's
King are forced,
they are not given.

21. K. to Kt. fourth
22. K. to R. third

[See above.]

27. K. to Kt. fourth
28. K. to R. fifth
29. K. to Kt. fourth
30. K. to Kt. third
31. K. to Kt. second
32. K. to R. second
33. K. to Kt. square
34. K. to B. second
35. K. to K. third
36. K. to K. second
37. K. to K. square
[See above.]
39. K. to Q. square
[See above.]
41. K. to Q. square

When the moves of Black's
King are forced,
they are not given.

56. P. CHECKMATES.

No. 62.

SECOND SOLUTION.

White.

1. Q. to K. Kt. fifth
2. R. to Q. R. square
3. Q. to K. seventh
4. R. to Q. R. seventh
5. Q. to K. R. fourth
6. Q. to K. R. seventh
7. Q. to K. Kt. seventh
8. Q. to K. B. seventh
9. Q. to K. seventh
10. R. to Q. R. fifth
11. Q. to Q. eighth
12. K. to Kt. fourth
13. K. to R. fifth
14. K. to Kt. sixth
15. R. to Q. R. square
16. R. to Q. Kt. square
17. Q. to K. B. seventh
18. R. to Q. square
19. Q. to Q. B. fourth
20. Q. to Q. fourth
21. Q. to Q. fifth
22. Q. to Q. sixth
23. Q. to K. sixth
24. R. to K. B. square
25. Q. to Q. seventh
26. Q. to K. R. seventh
27. K. to R. fifth
28. Q. to K. Kt. seventh
29. Q. to K. B. seventh
30. Q. to K. seventh
31. K. to Kt. fourth
32. K. to R. third
33. K. to Kt. second
34. R. to Q. B. square
35. R. to Q. Kt. square
36. R. to Q. R. square
37. K. to B. square
38. Q. to Q. R. seventh
39. Q. to Q. Kt. seventh
40. Q. to Q. B. seventh
41. Q. to Q. seventh
42. Q. to K. seventh

Black.

When the moves of Black's
King are forced,
they are not given.

12. K. B. P. one square

[See above.]

17. K. to Q. fifth, or (A)

When the moves of Black's
King are forced,
they are not given.

33. K. to B. square
[See above.]
35. K. to R. square

[See above.]

White.

43. Q. to K. B. sixth
44. R. to Q. R. eighth
45. R. to Q. R. seventh
46. R. to K. Kt. seventh
47. R. to K. B. seventh
48. R. to K. B. eighth
49. Q. to K. R. eighth
50. R. to K. B. sixth
51. Q. to K. R. sixth
52. B. to K. B. third
53. Q. to K. Kt. fifth
54. B. to K. Kt. fourth
55. R. to K. B. eighth
56. B. to K. B. third
57. Q. to K. R. sixth
58. B. to K. Kt. second
59. Q. to K. R. third
60. R. to K. B. fifth
61. Q. to K. R. fifth
62. Q. to K. B. seventh
63. R. to Q. Kt. fifth

Black.

43. K. to Kt. square

When the moves of Black's
King are forced,
they are not given.

55. P. becomes a Kt., or (B), (C)

[See above.]

63. Kt. CHECKMATES.

(A)

18. R. to Q. square
19. Q. to Q. seventh
20. Q. to Q. fourth, &c. &c.

17. K. to Q. fourth
18. K. to K. third
19. K. to K. fourth

(B)

56. B. to K. B. fifth
57. Q. to K. Kt. second

55. P. becomes a B.
56. K. to R. seventh
57. B. takes Q., CHECKMATING.

(C)

55. P. becomes a Q. or R., and
CHECKMATES.

No. 63.

White.

1. K. B. P. one (check)
2. Q. to her fifth (check)
3. Kt. to K. Kt. fifth (discov. ch.)
(MATE).

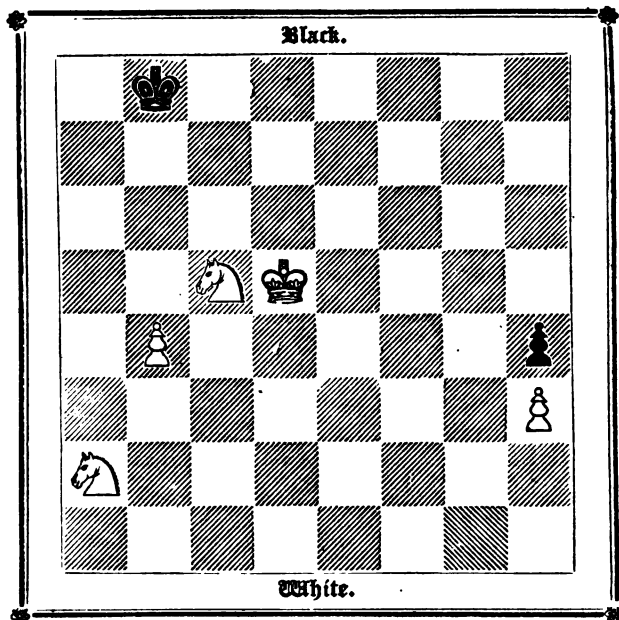
Black.

1. K. to his third
2. K. takes Q.

PROBLEM, No. 65.

By HERR MÜLLER.

White, playing first, to mate with the Q. Kt.'s Pawn in eleven Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"M. S., CANTERBURY."—We have before mentioned that "THE CHESS PLAYER'S CHRONICLE" may now be had in Monthly Parts as well as in Weekly Numbers.

"J. T. R., LEAMINGTON," will find a letter from a correspondent upon the subject in the next number. We have received the names of several gentlemen who are desirous of co-operating for the purpose of establishing a great annual assemblage of Chess Players in London.

"G. B."—We have neither time nor space to devote to a theme so contemptible.

"HUMANITAS."—Any information touching the present residence and condition of Madame De la Bourdonnais may be obtained on application to the Honorary Secretary of the London Chess Club, through whom alone should any subscriptions for her benefit be transmitted.

"M., HEREFORD."—Mr. Lewis's "First Series of Chess Lessons" will be published immediately, and may be had of our Publisher, or at Mr. Goode's Chess Rooms.

"R. S."—The irregularity complained of in the delivery of our Magazine, is attributable to the bookseller from whom "R. S." obtains it.

"A. A. M."—We purpose giving a series of games recently played by some of the leading Players in France and Germany.

"D. C."—The variations are novel and ingenious.

"BETA."—Both solutions are correct.

"HONORARY SECRETARY, MARYPORT CHESS CLUB."—Looking at the games as those of young Players, we refrained from all observations upon their demerits, confining ourselves to a simple decision of the question proposed. It will afford us much pleasure to find that the opinion we have given, has been the means of allaying any animosity which may have existed, and that another match for a good round stake is on the tapis.

MANUSCRIPTS ON CHESS

IN THE

LIBRARY OF THE BRITISH MUSEUM.

(Continued from page 128.)

Mes vne genz sount. ke endespit.
Vnt les giuspartiz. e present petit.
Pur ceo q' poi enseient ou nient.
Mes ceo net pas a dreit iugement.
De despire ceo du' neu seit la u'ite.
Kar toust pest estre en curt galle.
Kar coment purra ben iuger.
Dunt il ne se seit riens aider.
Pur ceo ne iust deua' q'l seit certains.
Kar sil fait. tenn ert pur vilains.

But there is one people who in despite
Have the game-parties, and esteem them little,
Because they know little or nothing of them :
But this is not from right judgment,
To despise that which none knows the truth of ;
(For all may be at the French court.)
For how can he judge well of that
To aid which he knows nothing :
For it is not just before he knows for certain,
For if he does so, it will be done wrongfully.

Then follows a *particular* address to a friend, which, as a specimen of the argumentative powers of the writer, is too curious to be omitted :

Beal frere souent mauze requis.
Ke ieo solum le mien auia.
Les giuspartiz t'nslatasse.
En romans. e vus les enueasse.
Fet les ai. ore les receuez.
Si dit en ai poi. ne me blamez.
Kar mult est grief u'rayment.
De prendre les gius p' enseynement.
Ki ne fust assis a leschekier.
Vlom peust les traiz iuger.
Fet est nekendent ore le receuet.
Mun liueret. e pas nel peolez.
Kar chose ke trop est poplee.
Meins valt. e meins est amee.
E sens. e auoir. plus uil ensunt.
Kant co'mun est a tut le mond.
Kar si les set sages de Rome.
Neu seusent plus ke altre home.
Nient plus ne fust de eus parle.
Ke daltres ke del siecle sunt ale.

Fair brother, you have often requested me,
That I, according to my advice,
The game-parties should translate
Into *romance*,* and to you send them ;
I have done them—now receive them.
If I have said little, do not blame me,
For truly there is much pain
To learn the game by instruction,
Who is not seated at the chess-board,
Where he may judge of the moves.
It is nevertheless done, now receive
My little book, and do not publish it ;
For a thing that is too common,
Is less valued and less loved ;
And sense and knowledge become more vile,
When they are common to all the world :
For if the seven wise masters of Rome
Knew not more than other men,
Nothing more would be said of them
Than of others of that age that are passed :

* This word does not bear in ancient writers the modern acceptation of the term : it signifies generally the *French language*, and, by implication, works of either history or fable, composed in that tongue.

E ai li or fut ai communs.
 E um fer. v acer. v plumbs.
 Nient ne fut de greignur chirte.
 Ke lautre metal ke ai nome.
 Pur ceo beal frere par icele fei.
 Vus coniuir, q' feistes amei.
 Ke vus cest liuere pas naprestez.
 Si you congie de moi ne aiez.

And if gold were as common
 As iron, or steel, or lead,
 It would not be of greater dearness
 Than the other metals that I have named.
 Therefore, fair brother, by this faith,
 I entreat you, as you profess friendship,
 That you do not lend this book,
 If you have not leave from me.

The principal merit of this author is, that he appears to have been the earliest writer on the subject; for, in other respects, his book contains no openings, and his ends of games are many of them so obscure, and his directions to play them so imperfect and unsatisfactory, that they almost defy elucidation. Still many of them undoubtedly merit commendation, and afford no inconclusive argument, that the knowledge of this game, at that early period, was not only far from being contemptible, but, on the contrary, exhibited a considerable portion of skill. Some of the parties in this manuscript are designated by a particular title, allusive either to the situation of the pieces, or nature of the game; a custom introduced probably for the sake of assisting the memory, and forming a species of *memoria technica* for the amateur. The following list shows the names given in this treatise to many of the parties and ends of games:

Game 3. Ki peot si prenge.

4. Covenant lei ueint.

5. Ki ne done chose amee.

Ne prendra chose desiree.

6. Muse uilain.

12. Giu des alfins.

13. Fol sil prent.

The remaining eight games are without titles to them.

The first game in this manuscript is introduced by the following short tale, no doubt inserted by the writer to induce his readers to examine the work, which even the interesting game of chess would have failed in effecting, without the additional temptation of a *romance*, and that a *love one*!

Dni baron estient iadis.
 Ke des esches vrent appris.
 A vn ior paratie sashstrent.
 As esches giuer. e g'ntment mistrent.
 Li vns mist sa teste pur copore.
 Lautre sa fille. sil nel pout mater.
 Tant iuerent kil fust suppris.
 Ke sa teste al giu ont mis.
 Mult fut dolent pur mort se tint.

Kant la nouele a la pucele vint.
 Ke sil amis a mort ert liuerez.
 Kant ele lentent. auale les desgrez.
 De la chaumbre en la sale entra.

There were formerly two barons,
 Who had learnt chess;
 One day they sat down
 To play at chess, and greatly they staked.
 The one staked his head to be cut off,
 The other his daughter, if he could not mate him.
 They played until he was surprised*
 Who had staked his head on the game.
 He was much troubled, preparing himself for death,
 When the news to the maid came
 That her lover to death was delivered.
 When she heard it, down the steps
 From her chamber † into the hall she entered.

* A chess term, the precise meaning of which is not clear.

† The chambers of the ladies about the period of this manuscript were constructed of wooden boards or shingles, and called chambers or *bowers*, probably from their resemblance to an *arbour*. The hall, in which the noblemen and their feudatories resided, formed a separate building, connected either by a flight of steps, or a long and narrow passage.

Vit sun ami suspis. mult li peisa.

G'nt feice estut e estudia.
Coment deliuerer le purra.
Puis dit. m'lt est fols e bricun.
Ke sa teste met en raancun.
As esches. si bien ne purueit.
Vltre le neofime tret. e sparceit.
Quele chose aider la porra.
Plus ne dit. sis peres se coroca.
E iura ke mal ot parlee.
La pucele en chaumbre reestalee.
Le chiuale a ki ele ceo ot dit.
Mult estudia. e tant puruit.
Kil vit la defense e la mateson.
Si cum nus ici le apendrum.

She saw her lover surprised—much she was
concerned,
Long time she stood and studied
How she might deliver him :
Then she said, " He is very foolish
Who his head puts in ransom
At chess, unless he can well perceive
Beyond the ninth move, and see
What thing may aid him."
More she said not : her father was angry,
And swore it was ill-spoken.
The maid returned to her chamber.
The Knight on what she had said
Studied much, and so long surveyed it,
That he saw the defence and the check-mate,
As we have here learnt it.

That the author was not an ecclesiastic is evident from the uncomplimentary allusions to the clergy, in various parts of the Manuscript. Thus, in pag. 5. col. 1.—

Cist giu resemble nos lettrez.
Nos eueskes. e nos abbez.
Ke tant riche sunt de g'nt auer.
E tant sages de terrien sauer.
E a degre e tut aesuent.
Lur almes liuerent a turment.
Si ke le diable uoillent v nun.
Les liuerent a perdicion.
Kar il alieuent filles e fiz.
E lur porenz (?) e lur norriz, &c. &c.

At the end of this MS. are the following Latin lines on the moves of the pieces* at Chess :

¶ It pedes ad bellum prior incipit ip'e duellum.
Pergit in obliquum punctum feriens inimicum.
Alpheus in triueis parat insidias inimicis.
Pugnat potenter temptatq' ferire latenter.
Miles in aduerso puncto mediante relicto.
Prosilit & fortem prosternit fortior hostem.
Linea si pateat roco. capit omne q'd obstat.
Pergit in obliquum regalis femina punctum.
Si scacces regem regalem perdere sedem.
Cogitur. & totus sit de sede remotus.
Dic regi scaccum. si semita non patet illi.
Matus erit factus. nusq'm latuisse coactus.

These lines are taken, with a slight variation, from a short poem on Chess, (*Bibl. Regia*, 12 E. xxi.) entitled, "*Incipit modus et scientia ludi Scaccorum*," which will be mentioned in its proper place, as will likewise another treatise (in the same Manuscript) attributed to Pope Innocent, and entitled, "*Sequitur quædam moralitas de Scaccario, per Dominum Innocentium Papam*."

There is a Chess MS. in the King's Library, marked 13 A. xviii., considerably longer than that just described, and containing not only all the positions in that treatise, but many additional games. The writer has evidently formed his book on the foundation of the former, and has extended it to nearly two thousand lines. The names of the games are as follows :—

- | | |
|--|---|
| Game 1. Guy de chr'. | Game 28. Meschef fet hom penser. |
| 2. Guy de chr'. | 29. La chace de chivaler. |
| 3. Guy de chr'. | 30. La chace de ferce e de chr'. |
| 4. Le guy de dames. | 31. Bien fort. |
| 5. Le guy de damoyseles. | 32. Fol si prent. |
| 6. Le guy de alfins. | 33. Ly ennoyous. |
| 7. Le guy de alfins. | 34. Le seons sey ennoye. |
| 8. Le guy de anel. | 35. Le veil conu. |
| 9. Le guy de couenau't. | 36. Le haut enprise. |
| 10. Guy de p'pre confusiou'. | 37. Le guy de cu'dut. |
| 11. Guy de p'pre confusiou'. | 38. Ky put se prenge. |
| 12. Guy de p'pre confusiou'. | 39. La batalie saunz aray. |
| 13. Mal assis. | 40. Le tret emble. |
| 14. Guy cotidian. | 41. Le tret emble. |
| 15. Le guy cotidian. | 42. Ly desperez. |
| 16. Le poynt estrau'ge. | 43. Ly meruelious. |
| 17. Le poynt estrau'ge. | 44. Ly meruelious. |
| 18. Ky perde sey salue. | 45. De pou' ferce home fet. |
| 19. Ky ne doune ceo ke il eyme ne
p'nt ke desire. | 46. Muse vyleyn. |
| 20. Bien troue. | 47. Le guy de dames & de da-
moyses. |
| 21. Beal petiz. | 48. Fol si sey fie. |
| 22. Mieut vaut engyn ke force. | 49. <i>Has no title.</i> |
| 23. Ky est larges est sages. | 50. Mal veysyn. |
| 24. Ky doune ganye. | 51. <i>Has no title.</i> |
| 25. Le guy de ly enginous e ly
coueytous. | 52. Le mat de ferces. |
| 26. Couenau't fet ley. | 53. Flour de guys. |
| 27. De pres seu ioyst ky de loyns
veyt. | 54. La batalie de Rokes. |
| | 55. Double eschec. |

The MS. opens with the following preface, taken from that prefixed to the Cotton Manuscript :

Icy come'cent les iup'tiez des Esches.

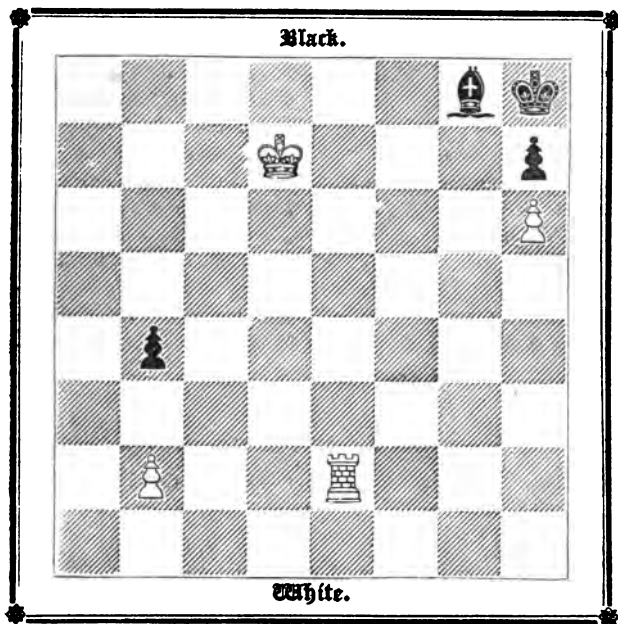
- | | |
|--|---|
| Seignours, vn poy entendez. | V'. requer ke t'p ne le pupliez. |
| V'. ke les gius des eschez ames. | Meyns vaut & meyns est amee. |
| E ieo vn p'tie V'. dirray. | E sens & auer plus vil ensou't. |
| Solunc ceo ke apris enay. | Ka'nt co'mon sou't a tut le mo'nd. |
| De plusures mestres les ay apris. | Kar si li set sage de rome. |
| Grau't ueisdie i ad moy est auys. | Ne siussent plus ke altre home. |
| Kar ky voudra ente'tueme't. | Nient plus ne fut ore de eus p'le. |
| Des giusp'tiez apredre les doctneme't. | Ke des altres ke del siecle su't passe. |
| Les autils trayz & les mateysou'nes. | E si li or fut si comuns. |
| Les defenses cu' les apre'deromes. | Q'n fer ou assez ou plumbs. |
| En tute cours aseureme't. | Il ne fut de plus chierle. |
| Juer porra les plus afeiteime't. | Ke altre metal q' ay nome. |
| Mes V'. ke ceste liueret en auez. | |

(To be continued.)

PROBLEM, No. 66.

By Mr. J—— B——N, Temple.

White, playing first, engages to mate in seven Moves.



GAME CXCV.

Played in India, by Mr. C——E, against a Native, aided by an Englishman.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Q. P. takes P.
5. Kt. to Kt. fifth
6. P. to K. sixth
7. Q. to K. R. fifth (check)
8. Q. to K. R. third
9. Q. B. P. two
10. P. takes P.
11. Q. Kt. to Q. B. third
12. Q. to K. R. fourth
13. K. B. to Q. B. fourth

VOL. II.

Black. (INDIAN AMATEUR.)

1. K. P. two
2. Q. P. one
3. K. B. P. two
4. K. B. P. takes P.
5. Q. P. one
6. K. Kt. to R. third
7. K. Kt. P. one
8. K. B. to Kt. second
9. Castles
10. Q. takes P.
11. Q. to K. B. fourth
12. Q. Kt. to B. third
13. K. to R. square

L

White. (Mr. C—E.)

14. Castles
15. K. B. to Q. Kt. third
16. B. to K. third
17. Q. Kt. takes K. P.
18. B. takes Kt.
19. K. P. one
20. Kt. to K. B. seventh (check)
21. B. takes Kt.
22. B. takes R.
23. Q. R. to Q. square
24. R. to Q. eighth
25. R. takes R. (check)
26. R. to Q. square
27. Q. to K. fourth
28. R. takes Q. B.
29. Q. to K. sixth
30. R. to Q. eighth

Black. (INDIAN AMATEUR.)

14. Q. to her B. fourth
15. Q. Kt. P. one
16. Q. to K. fourth
17. Q. Kt. to Q. fifth
18. Q. takes B.
19. R. to K. square
20. Kt. takes Kt.
21. B. to K. B. fourth
22. R. takes B.
23. Q. takes Kt.
24. Q. to her B. third
25. Q. takes R.
26. B. to Q. second
27. K. B. to K. B. third
28. K. to Kt. second
29. Q. B. P. two

BLACK RESIGNED.

GAME CXCV.

Between two of the best Players in the Paris Chess Club.*

Black.

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Kt. P. one
6. Castles
7. K. to R. square
8. B. takes K. B. P. (check)
9. Kt. takes B. (discov. check)
10. Q. P. two
11. Q. Kt. to B. third
12. Q. B. to K. Kt. fifth
13. Q. Kt. to Q. fifth
14. B. takes Q.
15. Q. takes R.
16. K. takes R. P.
17. R. takes Kt.
18. Kt. to K. seventh (check)
19. B. takes Kt.
20. B. to K. Kt. fifth
21. R. to K. B. second

White.

1. K. P. two
2. P. takes P.
3. K. B. to K. second
4. K. B. to K. R. fifth (check)
5. P. takes P.
6. P. takes P. (check)
7. Q. P. one
8. K. takes B.
9. K. Kt. to B. third
10. Q. Kt. to B. third
11. K. R. to B. square
12. K. to his Kt. square
13. K. Kt. takes K. P. (a)
14. R. takes R. (check)
15. Kt. to his sixth (check)
16. Kt. takes Q. (check)
17. B. to K. third (b)
18. Kt. takes Kt.
19. R. to K. square
20. B. takes Q. R. P.
21. K. R. P. one

* This and the following game are taken from *Le Palamede*.

Black.

22. B. to Q. second
23. Q. Kt. P. one
24. Kt. to K. B. fifth
25. Q. B. P. one
26. R. to K. Kt. second
27. K. to his Kt. third
28. K. to B. third
29. R. to K. R. second
30. K. to B. second
31. Kt. to his third
32. B. takes K. Kt. P.
33. B. to his square
34. Kt. to K. B. square
35. K. to Kt. third
36. K. takes R.
37. Kt. to K. third
38. K. to Kt. third
39. K. to B. fourth
40. Kt. to his fourth (check)
41. Kt. to B. second
42. K. to Kt. fourth
43. B. to Q. R. third
44. Kt. takes P.
45. K. takes B.
46. K. to Kt. third
47. K. to Kt. fourth
48. B. to Q. Kt. fourth
49. K. to his B. fifth
50. K. to his B. fourth
51. B. takes P.
52. K. to his third
53. K. to Q. third
54. K. to Q. second
55. P. takes P.
56. K. to Q. third
57. K. to Q. second
58. K. to his third
59. K. to his second

White.

22. B. to Q. fourth
23. R. to K. fifth
24. K. to R. second
25. B. takes Q. Kt. P.
26. K. Kt. P. two
27. Q. R. P. two
28. Q. P. one
29. B. to Q. square (check)
30. K. R. P. one
31. R. to K. third
32. K. to his Kt. third
33. Q. R. P. one
34. R. to K. seventh (check)
35. R. takes R.
36. B. to K. seventh
37. Q. B. P. one
38. K. to B. third
39. K. R. P. one
40. K. to his third
41. B. to K. B. eighth
42. K. R. P. one
43. B. to K. Kt. seventh
44. B. takes Kt. (check)
45. K. to his B. fourth
46. K. to his fifth
47. K. to Q. sixth
48. K. to Q. B. fifth
49. K. to Q. Kt. sixth
50. Q. R. P. one
51. K. takes B.
52. K. to Kt. sixth
53. Q. Kt. P. two
54. Q. Kt. P. one
55. K. takes P.
56. K. to Q. Kt. sixth
57. K. to B. fifth
58. K. to B. sixth
59. K. takes P.

AND BLACK RESIGNED.

Notes to Game CXCIV.

(a) Boldness indeed !

(b) Had White taken the Bishop with his Knight, he would have been mated in two moves.

GAME CXCVI.

Between MM. KIESERITZKY and DESLOGES.

White. (M. D—.)

1. K. P. two
2. K. B. P. two
3. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. K. to B. square
6. K. Kt. to B. third
7. K. B. to K. second
8. Kt. to Q. fourth
9. K. R. P. one
10. K. Kt. to Q. Kt. third
11. K. Kt. P. takes P.
12. K. B. P. one
13. Q. P. one
14. K. B. to B. third
15. Q. P. one
16. K. to Kt. second
17. R. takes P.
18. Q. B. to K. third
19. Q. to K. R. square
20. Kt. takes Kt.
21. B. takes Q.
22. K. to R. third (*b*)
23. K. to R. fourth
24. K. to R. fifth
25. R. to K. Kt. second
26. K. B. P. one
27. K. to Kt. fourth
28. Q. B. P. one
29. B. to K. second
30. K. to B. third
31. R. checks
32. R. takes Q. B.
33. K. to his Kt. fourth
34. K. takes Kt.
35. K. to Kt. sixth
36. K. to K. R. seventh
37. Q. Kt. P. one
38. B. to Q. B. fourth
39. K. to R. sixth
40. K. takes P.

Black. (M. K—.)

1. K. P. two
2. P. takes P.
3. Q. Kt. P. two (*a*)
4. Q. checks
5. K. Kt. P. two
6. Q. to K. R. fourth
7. K. Kt. P. one
8. Q. P. one
9. K. B. to Kt. second
10. P. to K. B. sixth
11. P. takes K. R. P.
12. Q. to K. R. fifth
13. P. to K. R. seventh
14. Q. Kt. to B. third
15. Q. B. to Q. R. third (check)
16. K. Kt. to R. third
17. Q. to K. B. third
18. K. R. to Kt. square
19. Kt. takes Q. P.
20. Q. takes Kt.
21. B. takes B. (discov. check)
22. Q. B. to his square (check)
23. K. B. to his third (check)
24. K. R. to Kt. third
25. Kt. to his square (*c*)
26. R. to his third (check)
27. R. takes Q.
28. K. B. to K. fourth
29. Kt. to B. third (check)
30. Kt. takes K. P. (*d*)
31. K. to his second
32. Kt. to his fourth (check)
33. K. R. P. two (check) (*e*)
34. K. B. P. one (check)
35. R. checks
36. R. takes R.
37. Q. R. to K. Kt. square
38. K. R. checks
39. B. checks
40. R. MATES.

Notes to Game CXCVI.

- (a) This move in the defence of the Bishop's Gambit is new to us.
 (b) We should have preferred interposing the Bishop.
 (c) Finely played.
 (d) Black might have shortened the game, by giving check with his Rook at Rook's sixth, before taking the King's Pawn.
 (e) A good move.

GAME CXCVII.

Played at Goode's Chess Rooms, between Messrs. C—E and ST—N.

Black. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. Q. P. two
8. K. P. one (a)
9. P. takes P. *en passant*
10. R. checks
11. Q. B. to Q. R. third
12. K. Kt. to K. Kt. fifth
13. Kt. takes Q. B. (b)
14. Kt. takes K. Kt. P. (dble.ch.)
15. R. takes Q. (check)
16. Q. Kt. takes P.
17. R. takes B.
18. K. B. takes K. B. P.
19. K. B. to Q. Kt. third
20. Q. R. P. takes Kt.
21. R. checks
22. K. Kt. to K. sixth
23. R. to Q. B. square
24. Q. Kt. to Q. Kt. fifth
25. Q. Kt. P. one
26. Q. Kt. to Q. B. seventh
27. P. takes P.
28. Q. Kt. to Q. R. sixth

White. (Mr. C—E.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. K. B. to Q. Kt. third
7. P. takes P.
8. Q. P. two
9. Q. takes P.
10. Q. B. to K. third
11. Q. to her second
12. P. takes Q. B. P.
13. Q. takes Q.
14. K. to Q. second
15. K. to Q. B. square
16. K. B. to Q. fifth
17. Kt. takes R.
18. K. Kt. to R. third
19. Kt. takes B.
20. K. to Q. second
21. K. to Q. B. third
22. Q. Kt. P. one
23. K. to Q. Kt. second
24. Q. B. P. two
25. K. to Q. B. third (c)
26. Q. R. to Q. B. square
27. Q. Kt. P. one

THE GAME WAS WON BY BLACK.

Notes to Game CXCVII.

- (a) This mode of varying the attack, in Captain Evans's Gambit, may deserve consideration: we do not remember to have seen it before.
 (b) A good move.
 (c) To avoid the check of the adverse Knight at Queen's third square.

GAME CXCVIII.

Between the same Players.

Black. (Mr. St—N.)

1. K. P. two
2. Q. B. P. one
3. K. Kt. to K. B. third
4. Kt. takes P.
5. Q. P. two
6. K. B. to Q. third
7. B. takes Kt.
8. Q. B. to K. B. fourth
9. Q. B. to K. Kt. third
10. Q. B. takes B.
11. B. to K. Kt. third
12. Q. Kt. to Q. second
13. Q. Kt. to his third
14. Kt. to Q. B. square
15. Q. Kt. P. two
16. Q. Kt. P. one
17. P. takes B.
18. K. R. P. takes P.
19. K. B. P. two
20. Kt. to K. second
21. Q. to her third
22. Q. R. to Q. Kt. square
23. Q. R. to Q. Kt. fifth
24. Q. B. P. one
25. Q. P. one
26. Q. to K. fourth
27. Q. takes Kt.
28. Castles
29. Q. takes Q. (check)
30. Kt. to Q. B. third
31. Kt. to K. fourth
32. K. R. to K. square
33. Kt. to Q. B. third
34. Kt. takes P.
35. K. to K. B. square
36. Q. R. to Q. Kt. square
37. Kt. to Q. B. third
38. K. takes R.

White. (Mr. C—E.)

1. K. P. two
2. Q. P. two
3. K. Kt. to B. third (a)
4. Kt. takes P.
5. K. B. to Q. third
6. Castles
7. P. takes B.
8. Q. B. to K. third
9. K. B. takes Kt.
10. Q. Kt. to B. third
11. Q. B. to Q. B. fifth
12. Q. B. to Q. sixth
13. Q. Kt. P. one
14. Q. B. to Q. R. third
15. K. B. P. two
16. K. B. P. one
17. P. takes B.
18. K. P. one
19. Q. to K. square
20. Kt. to Q. R. fourth
21. K. Kt. P. one
22. Q. B. P. two
23. K. R. to K. B. fourth
24. Q. to K. B. second
25. Q. R. to Q. square
26. Kt. takes Q. B. P.
27. K. R. takes Q. P.
28. K. R. to Q. seventh
29. K. takes Q.
30. K. R. to Q. B. seventh
31. K. R. takes Q. R. P.
32. K. P. one
33. K. R. to Q. B. seventh
34. Q. R. to K. square (b)
35. K. R. to Q. R. seventh
36. K. R. takes Q. R. P.
37. Q. R. takes R. (check)
38. R. to Q. R. sixth

AND, AFTER A FEW MOVES, BLACK ABANDONED THE GAME.

Notes to Game CXCVIII.

(a) The young player may be told that White did not take the King's Pawn, because his opponent, by checking with his Queen at her Rook's fourth, would have regained a Pawn, and have had the better position.

(b) The latter portion of this game is very well played by Mr. C—e.

GAME CXCIX.

Between the same Antagonists.

White. (Mr. C—e.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. two
4. Q. takes P. (a)
5. Q. to her square
6. K. Kt. to B. third
7. Castles
8. Q. to her fifth
9. Q. B. to K. Kt. fifth
10. Kt. takes Kt.
11. K. R. to K. square
12. K. R. P. two
13. K. Kt. takes K. B. P. (b)
14. K. takes B.
15. K. Kt. P. one
16. K. to his third

Black. (Mr. St—n.)

1. K. P. two
2. K. Kt. to B. third
3. P. takes P.
4. Q. Kt. to B. third
5. K. B. to Q. B. fourth
6. Castles
7. Kt. takes K. P.
8. Q. to K. second
9. K. Kt. takes B.
10. Kt. to K. fourth
11. Q. P. one
12. K. R. P. one
13. K. B. takes K. B. P. (check)
14. Q. takes K. R. P. (check)
15. Q. to K. R. seventh (check)
16. Q. takes P. (check)

AND WHITE RESIGNED THE GAME.

Notes to Game CXCIX.

(a) King's Pawn one square would also have been good play.

(b) An injudicious move.

GAME CC.

Capital Game, played some years ago, between M. DES CHAPPELLES
and Mr. COCHRANE.

(From Mr. Cochrane's Treatise.)

White. (Mr. C—e.)

1. K. P. two squares
2. K. Kt. to B. third square
3. Q. P. two squares
4. K. B. to Q. B. fourth square
5. K. Kt. to adv. Kt. fourth sq.
6. K. B. takes adv. K. B. P., chg.
7. K. Kt. takes Kt.

Black. (M. Des C—s.)

1. The same
2. Q. Kt. to B. third square
3. P. takes P.
4. The same
5. Q. Kt. to K. fourth square
6. Q. Kt. takes B.
7. K. B. to adv. Q. Kt. fourth square, chg.

White. (Mr. C—E.)

8. P. interposes
9. P. retakes
10. Q. Kt. takes B.
11. Q. to adv. Q. fourth sq., chg.
12. Q. B. to R. third square, chg.
13. K. P. one square
14. K. P. takes P.
15. K. P. takes adv. Q. B. P., discovering check
16. Q. Kt. takes Q.
17. Castles with his R.
18. Q. B. to adv. Q. third square
19. Q. B. to K. Kt. third square
20. Q. R. to Q. square
21. K. R. to K. square, chg.
22. Q. R. takes B.
23. Q. R. to adv. Q. R. fourth sq.
24. Q. R. to adv. Q. B. fourth sq.
25. K. R. P. takes Kt.
26. K. R. to Q. square
27. K. R. to adv. Q. third square
28. Q. R. to adv. K. B. fourth square, chg.
29. K. R. to adv. Q. square, chg.
30. Q. R. to adv. K. B. sq., chg.
31. P. takes R. and goes to Q., giving check, &c.

Black. (M. Des C—s.)

8. P. takes P.
9. K. B. takes adv. P., chg.
10. K. takes Kt.
11. K. to his B. square
12. Q. P. interposes
13. Q. to K. Kt. fourth square
14. Q. takes Q.
15. K. to B. second square
16. Q. B. to Q. second square
17. Q. R. to its B. square
18. K. to his third square
19. Q. B. to its third square
20. B. takes Kt.
21. K. to his B. third square
22. K. Kt. to R. third square
23. Kt. to K. B. fourth square
24. Kt. takes B.
25. K. to B. second square.
26. K. R. to K. square
27. K. R. to K. second square
28. K. to his square
29. R. takes R.
30. K. takes R.

GAME CCI.

Between M. M—N, President of the Liverpool Chess Club, and
Dr. M—N.

Black. (Dr. M—N.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. P. takes P.
6. Q. to Q. Kt. third
7. K. Kt. to B. third
8. K. P. one
9. Castles
10. Q. to her square
11. P. takes P.

White. (M. M—N.)

1. K. P. two
2. P. takes P.
3. K. B. checks
4. P. takes P.
5. Q. to K. B. third
6. B. to Q. B. fourth
7. K. R. P. one
8. Q. to K. second
9. Q. Kt. to B. third
10. Q. P. one
11. Q. takes P.

Black. (Dr. M—N.)

12. Q. to her Kt. third
13. B. to K. third
14. Q. Kt. to Q. second
15. Q. to her Kt. fourth
16. Kt. takes Kt.
17. Kt. takes K. B.
18. B. to Q. fourth
19. Kt. to K. fifth
20. Q. R. to K. square
21. K. B. P. two
22. K. Kt. P. two
23. Q. B. P. takes Kt.

White. (M. M—N.)

12. Q. to K. B. third
13. K. B. to Q. Kt. third
14. Q. Kt. to R. fourth
15. Kt. takes B.
16. Q. B. to K. third
17. R. P. takes Kt.
18. Q. to K. Kt. third
19. Q. to K. R. second
20. K. Kt. to K. second
21. Kt. to K. B. fourth
22. Kt. takes B.

WHITE RESIGNED, AFTER A FEW MORE MOVES.

GAME CCII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 28th.)

Black. (Mr. M'D.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. Q. B. P. one
5. K. P. one
6. Q. Kt. to R. third
7. Q. Kt. to B. second
8. Q. P. two
9. Q. B. P. takes P. (a)
10. K. to B. second
11. K. R. P. two (b)
12. K. B. P. takes P.
13. K. to Kt. third
14. K. to R. third
15. K. B. to Q. third
16. K. Kt. P. two (c)
17. Kt. takes Kt.
18. K. Kt. P. one
19. Q. to K. R. fifth
20. Q. B. takes B. (d)
21. Q. R. checks
22. Q. takes P. (e)
23. Q. R. to K. Kt. third
24. Q. to B. sixth (check)
25. P. takes Q.

White. (M. DE LA B.)

1. Q. B. P. two
2. Q. Kt. to B. third
3. K. P. one
4. Q. P. two
5. K. B. P. one
6. K. Kt. to R. third
7. Q. to Q. Kt. third
8. Q. B. P. takes P.
9. K. B. checks
10. Q. B. to Q. second
11. K. B. P. takes P.
12. Castles
13. K. Kt. checks
14. K. B. to K. second
15. Q. to her square
16. Kt. takes K. R. P.
17. B. takes Kt.
18. B. takes P.
19. K. B. to R. third
20. P. takes B.
21. K. to R. square
22. Q. to K. second
23. R. to K. Kt. square
24. Q. takes Q.
25. K. P. one (discov. check)

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
26. K. to Kt. second	26. K. P. one
27. B. to K. second	27. R. takes R. (check)
28. K. takes R.	28. R. to K. Kt. square (check)
29. K. to R. fourth	29. R. to Kt. seventh
30. R. to K. B. square	30. K. to Kt. square
31. B. to Q. square	31. B. to K. third
32. Q. Kt. P. two	32. Q. R. P. one
33. Q. R. P. two	33. R. to K. R. seventh (check)
34. K. to Kt. fifth	34. Q. Kt. P. two
35. P. takes P.	35. P. takes P.
36. B. to K. R. fifth	36. R. takes Kt.
37. R. to Q. R. square	37. Kt. to Q. square
38. R. to Q. R. seventh	38. K. P. one
39. R. checks	39. K. to B. square
40. K. to R. sixth	40. Kt. checks
41. B. takes Kt.	41. B. takes B.
42. R. to Kt. third	42. R. to K. R. seventh (check)
43. K. to Kt. fifth	43. K. P. one
44. R. to K. third	44. B. to K. R. fourth

BLACK ABANDONED THE GAME.

Notes to Game CCII.

(a) We should have preferred taking the Pawn with the Queen's Kt.

(b) The opening of this game is very ill played by the first player.

(c) Q. B. to K. Kt. fifth would have been sounder play.

(d) Had Black, instead of this move, played his R. to K. Kt.'s square, we believe he could have won the game; for if White, on his so playing, moved K. to R.'s square, apparently his only way to save a piece, Black, by taking the K. Kt.'s P. with his Rook, wins easily: White, however, instead of moving his King, might play Queen or Bishop to K.'s square, but Black would still take the K. Kt.'s Pawn with his Rook, checking the game.

(e) By taking K. R.'s P. with Bishop, Black would have had an improved position.

PROBLEMS FOR YOUNG PLAYERS.

No. 57.

By S. A—s.

White.

K. at K. R.'s third
 Q. at K. R.'s eighth
 R. at Q. B.'s seventh
 Kt. at K. R.'s fourth
 Pawns at K. B.'s third and Q. Kt.'s sixth

Black.

K. at Q.'s third
 Q. at Q. R.'s seventh
 R. at Q. R.'s square
 Kt. at Q. B.'s square
 Kt. at Q. B.'s fifth
 Pawns at Q. B.'s sixth and Q. Kt.'s seventh

White to move, and mate in three moves.

No. 58.

By the same.

White.

K. at K. R.'s square
 Q. at K. B.'s eighth
 R. at K. Kt.'s eighth
 R. at Q. R.'s fourth
 Kt. at K.'s fourth
 Pawns at K. R.'s second and K. Kt.'s second

Black.

K. at his sixth
 Q. at Q. R.'s square
 R. at K. R.'s square
 Pawn at K. Kt.'s sixth

White to move, and *compel Black to give mate in five moves.*

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 55.

White.

1. K. to B.'s fifth
2. B. to K. B.'s sixth
3. P. one square
4. B. to K. Kt.'s fifth
5. P. MATES.

Black.

1. K. to R.'s fourth
2. K. to R.'s third (best)
3. K. to R.'s fourth
4. P. one square

No. 56.*

White.

1. R. takes Kt.
2. Q. to her B.'s fifth (check)
3. Q. to K.'s third (ch.) (MATE).

Black.

1. Q. takes R. (best)
2. K. to B.'s fifth

* Black should have a Kt. at his K. Kt.'s fifth square.

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 69.

By the Rev. H. BOLTON.

<i>White.</i>	<i>Black.</i>
K. at Q. R.'s sixth	K. at his fourth
Q. at K. R.'s second	Q. at K. R.'s eighth
R. at K. B.'s fourth	R. at K. R.'s second
R. at Q. Kt.'s fourth	R. at Q.'s fourth
B. at Q. R.'s square	B. at K. Kt.'s seventh
Kt. at Q.'s eighth	B. at Q. B.'s second
Kt. at Q. B.'s third	Kt. at K.'s sixth
P. at Q.'s third	Kt. at Q. R.'s square
	Pawns at K. R.'s third, and K.
	Kt.'s fourth

White to win in five moves.

No. 70.

By the same.

<i>White.</i>	<i>Black.</i>
K. at K. R.'s second	K. at his R.'s square
Q. at her fifth	Q. at her R.'s second
R. at Q.'s square	R. at Q.'s square
R. at Q. Kt.'s square	B. at Q. B.'s second
Kt. at K.'s fifth	Kt. at K. R.'s third
Pawns at K. R.'s third, K. Kt.'s second, and K. B.'s fourth	Kt. at K.'s seventh
	Pawns at K. R.'s second, K. Kt.'s second, and Q. B.'s fourth

White to win in five moves.

No. 71.

By Mr. LEWIS.

<i>White.</i>	<i>Black.</i>
K. at K. R.'s third	K. at his Kt.'s third
Kt. at Q. Kt.'s sixth	R. at Q. R.'s sixth
Pawns at K. Kt.'s third, K.'s sixth, and Q. R.'s seventh	Pawns at K. Kt.'s second, and Q. Kt.'s sixth

White to draw.

No. 72.

By the same.

White.

K. at Q. R.'s fourth
 R. at K. Kt.'s seventh
 Pawns at K. R.'s seventh, and Q.
 Kt.'s second

Black.

K. at Q. Kt.'s third
 R. at K. R.'s fourth
 Pawns at K. Kt.'s fifth, Q. B.'s
 third, Q. Kt.'s fifth, and Q. R.'s
 fourth

White to draw.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 64.

White.

1. Q. to K.'s third
2. R. to Q. Kt.'s eighth (check)
3. K. to his B.'s third
4. Q. to K.'s seventh
5. R. to Q. Kt.'s fourth
6. R. to K. R.'s fourth
7. R. to K. R.'s fifth
8. Q. to K.'s eighth (check)
9. P. one square (discov. check)
10. Q. to Q. B.'s sixth (check)
11. P. to K. Kt.'s seventh
12. R. to Q.'s fifth (check)
13. R. to Q.'s sixth
14. K. to Kt.'s fourth
15. K. to Kt.'s fifth
16. Q. to her seventh (check)
17. R. to K. Kt.'s sixth
18. K. to K. B.'s sixth
19. Q. to K. R.'s third
20. Q. to K. R.'s fifth
21. Q. to K. Kt.'s sixth (check)
22. R. P. to K. R.'s seventh (ch.)

(MATE). Q. E. D.

Black.

1. K. to Kt.'s square
2. K. to B.'s second
3. K. to Kt.'s third
4. K. to R.'s fourth
5. K. to Kt.'s third
6. K. to B.'s fourth
7. K. to Kt.'s third
8. K. to B.'s fourth
9. K. to B.'s third
10. K. to his second
11. K. to Q. square (best)
12. K. to his second
13. K. to his B.'s second
14. K. where he can
15. K. to his B.'s second
16. K. to Kt.'s square
17. P. takes R.
18. K. to R.'s second (best)
19. P. advances
20. P. one square
21. K. to Kt.'s square

No. 65.

A contributor has favoured us with a solution of this Problem, in *ten*
moves, as follows:—

White.

1. K. to Q. B.'s sixth
2. K. Kt. to Q. Kt.'s seventh

Black.

1. K. to Q. B.'s square (best)
2. K. to Kt.'s square

White.

3. K. Kt. to Q. sixth
4. P. one square
5. P. advances
6. Q. Kt. to Kt.'s fourth
7. K. to Q. Kt.'s fifth
8. K. to R.'s sixth
9. Q.'s Kt. checks
10. Pawn MATES.

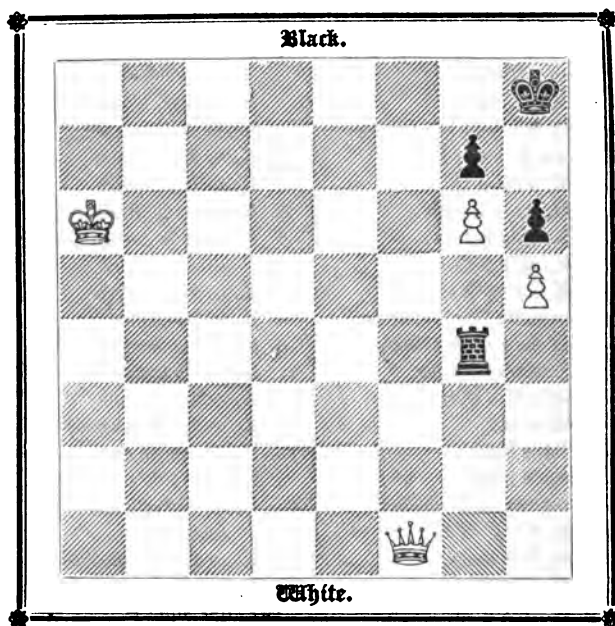
Black.

3. K. to R.'s second (best)
4. K. to Kt.'s square
5. K. to R.'s square
6. K. to Kt.'s square
7. K. to R.'s square
8. K. to Kt.'s square
9. K. to R.'s square

PROBLEM, No. 67.

By Mr. J—— B——N, Temple.

Black appears to have lost the Game; but, having the Move, he may draw it.



NOTICES TO CORRESPONDENTS.

CHESS.

"STULTUS, KEYNSHAM."—There is an error in the position of *Black's* Pawns, which should be at *K. B.'s seventh*, and *K.'s sixth*. The stratagem is one of great ingenuity.

"E. C., HALIFAX."—The games are promising specimens of play, but not sufficiently good for publication.

"J. G. B., FORGE, CANONBIE."—A correspondent is willing to con-

tinue the game with "J. G. B." to which we alluded at page 105, volume ii. ; and requests us to give, as his first move, "*Bishop to King's B's seventh.*" Address, "W. H., No. 1, Hill Street, Richmond, Surrey."

"W. H."—Vida's Poem, with an English translation, will appear in the present volume.

"A VETERAN."—During his long absence from England, Mr. C—— devoted little, if any, attention to Chess : his games at the present time, therefore, afford but a very inadequate criterion of his play some 15 years since. At that period, in his last contest of 50 games, with La Bourdonnais, he was a winner of 25—and, with fair practice, we believe he will yet prove a formidable antagonist for the best men of the new school.

"HAVANNA'S" letter is inadmissible.

"R. W."—We purpose giving *the whole* of the games played between La Bourdonnais and M'Donnell, and to continue the series of "Model Games."

"INIGO SWILNFF, CHESHAM."—The solution of M. D'Orville's Problem, No. 63, is correct.

"AN ADMIRER."—The suggested arrangement has been proposed by the proprietor of the French Chess Magazine, "*LE PALAMEDE*," and acceded to, by the conductors of "*The Chess Player's Chronicle*." It can scarcely fail to be productive of advantage to all parties.

"*LE PALAMEDE*."—A French periodical devoted to the illustration of Chess and other Scientific Games.

This Magazine, the publication of which was stopped by the untimely death of the original conductor, M. De la Bourdonnais, is again in the field a candidate for popularity, and has our best wishes for its success. The first number contains two clever Problems, some well played Games, and an Address from the new Editor, M. St. Amant—affording a favourable earnest of the skill and spirit with which the work will be continued.—We must, however, protest against the insertion of such lugubrious twaddle as "*The last moments of De la Bourdonnais, from—Bell's Life in London!*" and the lithographic enormity, from the same classic source we presume, presented as the portrait of that distinguished Chess Player.

. We have received two solutions of M. Petroff's elaborate Problem, No. 50, page 17, vol. ii. ; in one of which, by the Rev. H. Bolton, mate is effected in 26 *moves*, while the other, which we owe to Mr. J. Brown, accomplishes it in 27.

TO THE EDITOR OF "THE CHESS PLAYER'S CHRONICLE."

SIR,—I was extremely gratified, doubtless in common with all your readers, by the report in the columns of your interesting periodical of the Meeting of the United Yorkshire Club at Wakefield, of which one

good effect must be, that the social and agreeable manner in which the day was spent, and the temperate hilarity with which it was concluded, must convince the most incredulous of the injustice of the common notion that Chess is an unsocial pursuit. I own my pleasure was in some degree damped by the surprise and shame with which I reflected as a Londoner, full perhaps of the prejudices of a citizen of this great city, that the Provinces had taken the lead in this excellent work, and had demonstrated the practicability and advantages of summoning Chess Players to a common assembly, for the purpose of testing their respective powers, mingling in social converse, and cultivating these feelings of mutual goodwill and fellowship which it is so desirable in all legitimate ways to cherish in a world like this. But let us follow the example so nobly set. Science, Art and Letters have all their uniting and representative Institutions in London; and why should the metropolis of the world be without its Chess Association? The means are obviously adequate. The devotees of that First of Games are becoming daily more numerous, and the facilities for a general assembly are great enough in this place. Allow me therefore to suggest, through the columns of your widely read publication, that a meeting should take place as early as convenient, at the Freemasons' Tavern, or some similar place, of the same kind, and conducted in the same spirit, as the Wakefield Meeting, reported in your Magazine; and probably it would add to the pleasures and advantages of the assembly, that two or three handsome Subscription Boards should be played for at the same time.

I throw out these suggestions in the hope that some influential gentlemen, known by their skill in and devotion to the Noble Game, should be animated to adopt immediate measures for realizing the objects pointed out; and I know that if the suggestions deserve consideration and adoption, they will receive both from the candid and intelligent readers of the "Chess Chronicle."

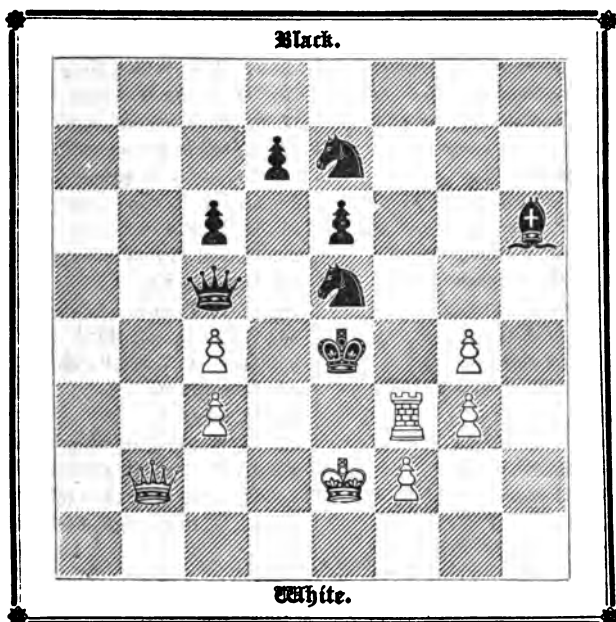
ALPHA.

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

PROBLEM, No. 68.*

By M. CALVI.

White plays, and gives mate in five Moves.



GAME CCIII.†

Between M. ST. AMANT and M. DEVINCK; the former giving the odds
of "Pawn and Move."

(White's K. B.'s P. must be removed.)

Black.

1. K. P. two
2. Q. P. two
3. Q. P. one
4. Q. B. to K. Kt.'s fifth
5. K. R. P. two
6. B. takes Kt.
7. Q. to K. Kt. fourth
8. Kt. to Q. second

White.

1. Q. Kt. to B. third square
2. K. P. two
3. Q. Kt. to K. second
4. K. Kt. P. one
5. K. R. P. one
6. Q. takes B.
7. Q. to her Kt. fifth (check)
8. K. Kt. to K. second

* Our two Problems this week are from *Le Palamede*.

† This and the following game we owe to *Le Palamede*.

Black.

9. Q. Kt. P. one
10. Q. to B. third
11. Q. B. P. one
12. K. takes B.
13. K. to Q. B. second
14. K. B. to Q. third
15. Kt. to K. second
16. Q. to K. third
17. K. B. P. one
18. K. R. to Q. Kt. square
19. Q. to K. Kt. fifth
20. Q. to K. third
21. Q. B. P. one
22. Kt. to Q. B. third
23. Kt. to Q. Kt. fifth
24. P. takes B.
25. B. to Q. B. fourth
26. Q. to her third
27. P. takes P.
28. R. takes Q.
29. Q. to K. third
30. Q. to K. Kt.'s fifth
31. K. to Q. third
32. K. to his third

White.

9. K. R. P. one
10. K. B. to R. third
11. B. takes Kt. (check)
12. Q. to her R. sixth
13. Q. P. one
14. Q. R. P. two
15. Q. B. to K. Kt. fifth
16. Castles on K.'s side
17. B. to Q. second
18. K. to his Kt. second
19. Kt. to Q. B. square
20. Q. Kt. P. two
21. Q. B. P. two
22. Q. Kt. P. one
23. B. takes Kt.
24. Q. R. P. one
25. Kt. to Q. Kt. third
26. Q. R. P. takes P. (check)
27. Q. takes R.
28. R. takes R.
29. K. R. to Q. R. square
30. K. R. to Q. R. seventh (check)
31. Q. R. to Q. eighth (check)
32. Q. R. to K. eighth (check)

DRAWN GAME.

GAME CCIV.

Played recently, between M. DES CHAPPELLES and M. DUMONCHEAU;
the former giving the "Pawn and two Moves."

(The K. B.'s P. of White must be taken from the board.)

Black.

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. B. P. one (a)
5. K. Kt. to B. third
6. K. R. P. one
7. Q. B. to K. Kt. fifth
8. B. takes Kt.
9. B. to Q. B. fourth
10. B. to Q. third
11. K. Kt. P. two (b)

White.

- 1.
2. K. P. one
3. Q. Kt. to B. third
4. K. P. one
5. Q. P. one
6. K. Kt. to B. third
7. K. B. to K. second
8. K. Kt. P. takes B.
9. Kt. to Q. R. fourth
10. Castles
11. Q. P. one

Black.

12. Q. P. takes K. P.
13. K. P. takes P.
14. Kt. takes K. P.
15. Kt. to K. B. third
16. K. to his B.'s square
17. K. to Kt.'s second
18. K. R. to K. square
19. K. Kt. to R. second
20. K. B. P. one
21. R. to K. fourth
22. Q. to K. square
23. R. P. takes P.
24. Q. Kt. to Q. second
25. R. takes R.
26. B. to K. fourth
27. Q. R. to Q. square
28. Q. Kt. to K. B. square
29. R. to Q. fifth
30. Q. to K. second
31. R. to K. R. fifth
32. Q. to her third
33. Q. to her fifth (e)
34. Q. to her Kt. third
35. Q. to her square
36. P. takes B.
37. Q. to her R. fourth
38. K. to his Kt. square
39. Q. Kt. to K. third
40. Q. to her seventh (check)
41. Q. to her fourth (check)
42. P. takes Q.
43. R. to Q. fifth
44. Kt. checks
45. R. takes Q. Kt. P.
46. Kt. takes B.
47. K. to his B. second
48. Kt. to B. third
49. K. to his Kt. third
50. Kt. to Q. fourth

White.

12. K. B. P. takes P.
13. R. to K. B. fifth (c)
14. K. B. to Q. third
15. Q. to K. second (check)
16. Q. B. P. two
17. Q. B. to Q. second
18. Q. to K. Kt. second
19. Q. R. to K. B. square
20. Q. to K. Kt. fourth
21. K. R. P. two
22. P. takes P.
23. K. to his Kt.'s second
24. Q. takes Q. P.
25. R. takes R.
26. Q. to K. Kt. fourth
27. Q. to K. R. third (d)
28. Kt. to Q. B. fifth
29. Kt. to K. fourth
30. Kt. to K. B. second
31. Q. to K. B. third
32. Kt. to K. fourth
33. Q. B. to Q. B.'s third
34. Q. B. P. one
35. B. takes B.
36. Kt. to Q. sixth
37. Kt. to K. eighth (check) (f)
38. Q. to K. third
39. Q. takes K. P.
40. B. to K. second
41. Q. takes Q.
42. B. to K. B. third
43. Q. Kt. P. two
44. K. to his Kt.'s third
45. B. takes P. (check)
46. R. takes Kt.
47. R. to K. fifth
48. Kt. checks
49. R. to K. seventh
50. R. takes Q. Kt. P.

DRAWN GAME.

Notes to Game CCIV.

(a) A needless precaution, since, if White had ventured to take the Queen's Pawn with his Knight, he must have lost at least a piece.

(b) Queen's Pawn one, to confine the Knight, would have been better play.

(c) The young player will perceive, upon examining the position, that White would have lost his Queen had he ventured to take the Pawn with her.

(d) With the view to take the Bishop with his Rook, and open Queen and Bishop on the adverse Knight.

(e) This is far from a good move.

(f) Had White checked with his Rook at K. B.'s seventh, he might have forced the game in four or five moves.

GAME CCV.

Played at Berlin, between M. H—T and the late M. BILGUER.

White. (M. B—R.)

1. K. P. two
2. K. B. to Q. B. fourth
3. B. takes Kt.
4. P. takes P. (a)
5. K. Kt. P. two
6. Q. to K. second
7. Q. P. one
8. P. takes P.
9. K. Kt. P. one
10. Q. B. P. one
11. K. R. P. two
12. Q. Kt. to Q. second
13. Q. P. one
14. P. takes B.
15. Q. to her square
16. Kt. to Q. Kt. third
17. K. to his B. square
18. K. B. P. two
19. Q. checks
20. K. R. to his second
21. Kt. to K. second
22. K. to his Kt. square
23. K. to Kt. second

Black. (M. H—T.)

1. K. P. two
2. K. B. P. two
3. R. takes B.
4. Q. P. two
5. K. B. to Q. B. fifth
6. Q. Kt. to B. third
7. K. Kt. P. one
8. R. takes P.
9. Q. B. to K. B. fourth (b)
10. Q. to K. second
11. Castles
12. K. P. one
13. B. takes Q. P.
14. Kt. takes P.
15. K. P. one
16. Kt. to Q. B. seventh (check)
17. Q. R. to K. B. square
18. B. to K. fifth
19. K. to Kt. square
20. B. to Q. sixth (check)
21. Q. to her Kt. fifth
22. Q. to K. eighth (check)
23. B. takes Kt.

WHITE RESIGNED (c).

Notes to Game CCV.

(a) Queen's Pawn two we believe to be a better move at this point.

(b) Knight to Queen's fifth we should have preferred.

(c) The sacrifice of his Bishop, and the subsequent moves, are cleverly played by Black.

GAME CCVI.

Played by M. H—T and another Member of the Berlin Chess Club.

<i>Black.</i> (M. H—T.)	<i>White.</i> (M. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5. K. R. P. two	5. K. R. P. one
6. Q. P. two	6. Q. P. one
7. Q. Kt. to B. third	7. Q. B. P. one
8. R. P. takes P.	8. R. P. takes P.
9. R. takes R.	9. B. takes R.
10. K. to B. second	10. K. Kt. P. one
11. Q. to K. R. square	11. P. takes Kt.
12. Q. takes B.	12. Q. to K. Kt. fourth
13. P. takes P.	13. Q. to Kt. sixth (check)
14. K. to his second	14. Q. to Kt. seventh (check)
15. K. to his square	15. Q. to Kt. sixth (check)
16. K. to Q. second	16. K. to his B. square
17. Q. to R. fifth	17. B. to K. third
18. B. to Q. third	18. Q. Kt. to Q. second
19. Kt. to K. second	19. Q. to Kt. seventh
20. K. to Q. B. third	20. Q. Kt. to K. B. third
21. Q. to R. fourth	21. Q. takes K. B. P.
22. Q. takes P.	22. Q. takes Q.
23. Q. B. takes Q.	23. K. to his second
24. R. to K. R. square	24. R. to K. square
25. B. to K. Kt. fifth	25. K. to Q. second
26. R. to K. B. square	26. Kt. to R. second
27. B. to K. R. fourth	27. Kt. to K. B. square
28. Q. P. one	28. B. to K. Kt. fifth
29. R. takes K. B. P. (check)	

AND BLACK ULTIMATELY WON THE GAME.

GAME CCVII.

Between Messrs. ST—N and B—N; the former giving the "Pawn and two Moves."

(Remove White's K. B.'s P. from the board.)

<i>Black.</i> (Mr. B—N.)	<i>White.</i> (Mr. ST—N.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. K. P. one	4. K. Kt. P. one

Black. (Mr. B—N.)

5. Q. B. P. one
6. K. B. P. two
7. K. Kt. to B. third
8. Castles
9. Q. Kt. P. one
10. Q. to her B. second
11. Q. R. P. one
12. P. takes P.
13. Q. Kt. to Q. B. third
14. Q. to her second
15. B. to Q. B. second
16. Q. R. to Q. Kt. square
17. Q. B. to Q. Kt. second
18. K. R. P. two
19. B. takes B.
20. R. to Q. Kt. second
21. Kt. takes Q.
22. K. R. to K. B. third
23. K. B. to Q. square
24. Q. R. to Q. B. second
25. K. R. P. one
26. K. R. P. takes P.
27. Q. B. to Q. Kt. second
28. B. to Q. R. third
29. K. R. to K. R. third
30. P. takes R.
31. R. to Q. B. third

White. (Mr. ST—N.)

5. Q. Kt. to B. third
6. Q. P. two
7. K. Kt. to R. third
8. K. B. to K. second
9. Castles
10. K. to Kt. second
11. P. takes Q. P.
12. Q. B. to Q. second
13. Q. R. to Q. B. square
14. Q. to her Kt. third
15. Q. Kt. to R. fourth
16. Q. to Q. B. second
17. K. R. to B. second
18. K. B. takes Q. R. P.
19. Q. takes Kt.
20. Q. takes Q.
21. Kt. to K. Kt. fifth
22. B. to Q. Kt. fourth
23. Q. Kt. to B. third
24. K. Kt. to R. third
25. Kt. to K. B. fourth
26. R. P. takes P.
27. Q. R. to K. B. square
28. R. to K. R. square
29. R. takes R.
30. K. Kt. takes Q. P.
31. B. to K. seventh

BLACK ABANDONED THE GAME.

GAME CCVIII.

Between Mr. M—N and Dr. M—, of the Liverpool Chess Club.

White. (Mr. M—N.)

1. Q. P. two
2. Q. B. P. two
3. K. P. two
4. Q. Kt. to B. third
5. K. P. one
6. K. B. takes P.
7. K. Kt. to B. third
8. Q. R. P. one
9. Castles
10. Q. B. to K. third
11. P. takes P.

Black. (Dr. M—.)

1. Q. P. two
2. P. takes P.
3. K. Kt. to B. third
4. Q. Kt. to B. third
5. K. Kt. to Q. fourth
6. K. P. one
7. K. B. to K. second
8. Castles
9. Q. R. P. one
10. K. B. P. one
11. B. takes P.

White. (Mr. M—N.)

12. Q. Kt. to K. fourth
13. K. Kt. to K. fifth
14. P. takes Kt.
15. P. takes B.
16. Q. takes R.
17. B. to Q. R. second
18. R. to Q. B. square
19. Q. to K. B. fourth
20. Q. to Kt. fourth
21. R. to Q. square
22. Kt. takes Kt.
23. B. takes K. P. (check)
24. Q. takes B. (check)
25. K. R. P. one
26. Q. to Q. Kt. third
27. K. to R. square
28. Q. to her third
29. Q. takes Q.

Black. (Dr. M—.)

12. K. R. P. one
13. K. Kt. takes B.
14. B. takes Kt.
15. R. takes R. (check)
16. Kt. takes P.
17. Q. to K. square
18. B. to Q. second
19. Kt. to Q. sixth
20. Q. to K. second
21. Kt. to Q. B. fourth
22. Q. takes Kt.
23. B. takes B.
24. K. to R. square
25. R. to K. B. square
26. Q. Kt. P. two
27. Q. to K. B. fourth
28. Q. B. P. two
29. R. takes Q. (a)

Note to Game CCVIII.

(a) At this point the game should have been abandoned as drawn ; it was, however, prolonged to upwards of fifty moves, and finally won by White.

GAME CCIX.*

Played in the Match between Messrs. P—T and ST—N.

Black. (Mr. P—T.)

1. K. P. two
2. K. Kt. to B. third (a)
3. Q. B. P. one
4. Q. P. two
5. K. P. one
6. K. B. to Q. third
7. K. B. to Q. B. second
8. Castles
9. Q. R. P. two
10. Q. Kt. to R. third
11. P. takes P.
12. Q. to K. second (c)
13. Kt. takes Kt.
14. Kt. to K. third

White. (Mr. ST—N.)

1. Q. B. P. two
2. Q. Kt. to B. third
3. K. P. one
4. Q. P. two
5. Q. B. to Q. second
6. Q. to Q. Kt. third (b)
7. K. Kt. P. one
8. Q. R. to Q. B.
9. Q. R. P. two
10. P. takes P.
11. Kt. to Q. Kt. fifth
12. Kt. takes B.
13. Q. to Kt. sixth
14. Q. B. takes P.

* The two following games appeared twelve months since in the "British Miscellany," before the Magazine became exclusively devoted to Chess, and are consequently unknown to the majority of our present subscribers.

Black. (Mr. P—T.)

15. K. Kt. to Q. second
16. Q. to K. Kt. fourth (*d*)
17. Kt. to K. B. third
18. Q. to K. Kt. third
19. B. to Q. second
20. Q. R. to Q. B.
21. Q. R. to Q. B. second
22. K. R. to Q. B.
23. K. Kt. to Kt. fifth
24. K. R. P. two
25. Q. to K. B. fourth (*g*)
26. Kt. to K. B. third (*h*)
27. Q. to Kt. third
28. P. takes P.
29. Kt. to Q. fourth
30. R. takes R.
31. R. takes R.
32. Q. to K. Kt. fifth
33. K. Kt. P. two
34. Q. to K. B. sixth
35. Q. to B. third
36. Q. takes P.
37. K. to Kt. second
38. K. to Kt. third
39. Kt. takes Kt.
40. K. R. P. one
41. P. takes P. (check)
42. Q. takes Q. (check)
43. K. B. P. two
44. K. B. P. one (check) (*l*)
45. Kt. takes Q. P.
46. Q. Kt. P. two
47. B. takes P. (*m*)
48. Kt. takes B.
49. Kt. to Q. fifth
50. K. to B. second
51. Kt. to Q. Kt. fourth
52. Kt. to Q. B. second
53. K. to K. second
54. P. one (*n*)
55. K. to B. second
56. Kt. to K.
57. K. to K. second

White. (Mr. St—N.)

15. Q. to Kt. fifth
16. Q. B. to Q. second (*e*)
17. K. R. P. two
18. Q. Kt. P. one
19. Q. to K. second (*f*)
20. B. to Q. B. third
21. Q. to Q. second
22. Kt. to K. second
23. K. B. to R. third
24. Castles
25. B. to K. Kt. second
26. K. B. P. one
27. P. takes P.
28. B. to Q. Kt. second (*i*)
29. R. takes R.
30. R. to Q. B.
31. B. takes R.
32. K. to R. second
33. B. to K. R. third
34. Kt. to K. Kt. square
35. P. takes P.
36. Q. to Q. R. fifth
37. Kt. to K. second
38. Kt. to Q. B. third (*k*)
39. Q. takes Kt.
40. Q. to K. square
41. Q. takes P.
42. K. takes Q.
43. K. B. to B. square
44. P. takes P.
45. K. B. to Q. B. fourth
46. P. takes P.
47. B. takes B.
48. K. to Kt. fourth
49. Q. Kt. P. one
50. K. B. P. one
51. B. to Q. Kt. second
52. B. to Q. fourth
53. K. to B. fourth
54. K. takes P.
55. K. to K. fourth
56. B. to K. fifth
57. K. to Q. fifth (*o*)

Notes to Game CCIX.

- (a) This is not considered to be so good a move as "K. B. P. two."

(b) At this stage of the defence, Lewis, La Bourdonnais, and other first-rate players, invariably bring out the Queen thus.

(c) By this move the first player loses a Pawn.

(d) Threatening to gain the Queen's Pawn with Knight.

(e) Instead of moving this Bishop, K. R. P. might have been played two squares.

(f) It would have been injudicious play to take the Q. Kt. P.

(g) For the purpose of advancing K. Kt. P. two.

(h) He was compelled to retire the Knight, from apprehension of his opponent playing K. B. P.

(i) If the second player had now advanced his Queen's Pawn, he would have speedily lost all the advantage acquired at the beginning of the game.

(k) We should have preferred checking with the Knight at K. B. fourth.

(l) Well played: by the disunion of these valuable Pawns, the strength of White's position is materially diminished.

(m) Had Black taken this Pawn with Knight instead of the Bishop, his antagonist, we presume, would not have captured the Knight, but have played his Q. B. to Q. Kt. second.

(n) The check with Knight at Queen's fourth would have been useless, because, if Black had ventured afterwards to seize the Pawn, he must have lost his Knight.

(o) After a few defensive moves, the first player resigned. His efforts to recover the advantage which his adversary obtained in the opening of the game, evinced considerable skill, and ought, probably, as they at one period promised, to have drawn the battle.

GAME CCX.

The following was the last game M. DE LA BOURDONNAIS ever played, giving the odds of a Rook. His opponent on this occasion was a very promising player in the London Chess Club.

M. DE LA BOURDONNAIS.

1. K. P. two
2. K. B. P. two
3. K. B. to Q. B. fourth
4. K. to B. square
5. Q. Kt. to B. third
6. Q. P. two
7. K. Kt. to B. third
8. Q. Kt. to Q. fifth
9. K. R. P. two
10. Q. Kt. to B. third
11. K. to B. second
12. P. takes Kt. P.

MR. W—.

1. K. P. two
2. P. takes P.
3. Q. checks
4. K. Kt. P. two
5. K. B. to Kt. second
6. Q. P. one
7. Q. to K. R. fourth
8. K. to Q. square
9. Q. B. P. one
10. K. R. P. one
11. Q. B. to K. Kt. fifth
12. B. takes Kt.

M. DE LA BOURDONNAIS.

13. P. takes B.
14. Q. Kt. to K. second
15. Q. B. takes P.
16. Q. B. to K. third
17. K. B. P. one
18. Q. Kt. to K. Kt. third
19. Kt. to K. R. fifth
20. K. R. to Kt. square
21. R. takes B.
22. R. to K. Kt. third
23. Kt. takes Kt.
24. Q. P. one
25. Kt. to K. B. fifth
26. P. takes P.
27. Q. takes P. (check)
28. K. B. to Q. third
29. Q. to Q. Kt. fourth
30. Q. to Q. R. fifth (check)
31. B. takes Kt. (check)
32. Q. takes P. (check)
33. Q. to Q. Kt. seventh (check)
34. Q. to Q. Kt. third (check)
35. Q. to Q. B. third (check)
36. Q. to K. fifth (check)
37. Q. to Q. sixth (check)
38. B. to Q. R. sixth (MATE).

Mr. W—.

13. Q. takes P. on K. Kt. fourth
14. Q. Kt. to Q. second
15. Q. to K. B. third
16. K. to Q. B. second
17. K. Kt. to K. second
18. Q. R. to Q. square
19. Q. to K. Kt. third
20. Q. takes K. P.
21. K. Kt. to K. B. fourth
22. Kt. takes R.
23. Q. to K. second
24. Q. R. to K. square
25. Q. to K. fifth
26. P. takes P.
27. K. to Q. square
28. Q. to K. R. eighth
29. K. R. to Kt. square
30. Kt. interposes
31. P. takes B.
32. K. to Q. second
33. K. to K. third
34. K. to K. B. third
35. K. to K. third
36. K. to Q. second
37. K. to Q. B. square

This game is admirably contested throughout, but the play of M. De la Bourdonnais, at the latter part of it, is especially commendable.

MODEL GAMES.**No. VI.***

BLACK GIVES THE PAWN AND TWO MOVES.

White.

1. K. and Q. P. two squares
2. K. B. P. two squares
3. K. P. one square
4. Q. B. P. one square
5. K. B. to Q. third square
6. K. Kt. to K. second sq. (b)
7. K. Kt. P. one square
8. K. to Q. second square (c)

Black.

1. Q. Kt. to B. third square
2. Q. P. two squares
3. Q. B. to K. B. fourth sq.
4. K. P. one square
5. K. Kt. to R. third square (a)
6. Q. to adv. R. fourth sq., chg.
7. Q. to adv. R. third square
8. B. takes B.

* From Mr. Cochrane's Treatise.

White.

9. K. takes B.
10. K. to Q. second square
11. K. to his square
12. R. to Kt. square
13. Q. Kt. to Q. second square
14. K. to B. second square (*d*)
15. K. to his square
16. Q. Kt. to K. B. square
17. K. to Q. second square
18. K. to Q. B. second sq. (*f*)
19. Q. to Q. second square
20. K. to Kt. third square
21. K. to Q. R. fourth square
22. Q. to K. square
23. Q. Kt. P. one square (*g*)
24. Kt. to K. third square, to save the Q.
25. Q. to her second square
26. K. to adv. Q. Kt. fourth sq.
27. K. to adv. Q. R. fourth sq.
28. P. is forced to take the Kt.

Black.

9. Q. to K. B. fourth sq., chg.
10. K. Kt. to adv. Kt. fourth sq.
11. Q. to adv. K. fourth square
12. Kt. takes R. P.
13. Q. to adv. Q. third square
14. K. Kt. to adv. Kt. fourth sq., chg.
15. Q. to adv. K. third sq. (*e*)
16. Q. to adv. B. second sq., chg.
17. Q. to adv. K. B. third sq.
18. Kt. to adv. K. B. second sq.
19. Q. to adv. K. fourth sq., chg.
20. Q. Kt. to R. fourth sq., chg.
21. Q. Kt. to adv. Q. B. fourth sq.
22. Q. to adv. Q. B. second sq., giving ch.
23. K. Kt. to adv. Q. third sq. (*h*)
24. Kt. takes Kt.
25. Kt. to adv. Q. Kt. second sq., chg.
26. Q. B. P. one square, chg.
27. Q. Kt. to adv. Q. B. fourth square, checking
28. Q. to adv. Q. R. fourth sq., giving MATE.

Notes to Model Game VI.

- (*a*) This game is extremely well opened by Black.
- (*b*) King's Knight to Bishop's third square would have been better.
- (*c*) The King plays to this square with a view of placing himself at the Queen's Bishop's second square, which is prevented by the play of Black.
- (*d*) The White, finding his game exceedingly confined, attempts to get his King to his Knight's second square.
- (*e*) The Knight might move to King's third, and then to Queen's Bishop's second square, afterwards winning the Rook; but it is as well to follow up the attack.
- (*f*) A bad move; as the Black forces the game by a series of beautiful moves, on account of the White endeavouring to save his Queen.
- (*g*) This is the best move, as the King cannot move without being mated.
- (*h*) The Black might have won in two moves by playing his Queen's Rook's Pawn one square, the White not being able to avert the threatened mate; the latter part of this game is, however, abstractedly considered, a very fine specimen of play.

PROBLEMS FOR YOUNG PLAYERS.

No. 59.

By J— B—.

White.

K. at his Kt.'s fifth
 R. at Q. Kt.'s fifth
 B. at Q. R.'s fourth
 Pawn at K. R.'s sixth

Black.

K. at K. R.'s square
 B. at Q. B.'s fifth
 Pawn at K. R.'s second

White to play, and mate in three moves.

No. 60.

By S— A—.

White.

K. at K. Kt.'s second
 Q. at K. B.'s fourth
 R. at Q. B.'s second
 B. at K. R.'s second
 Kt. at Q.'s fourth
 Pawns at K. Kt.'s fifth, and Q.'s
 second

Black.

K. at Q. R.'s sixth
 Q. at Q. R.'s square
 R. at Q.'s second
 R. at Q.'s eighth
 B. at Q. R.'s seventh
 B. at K.'s sixth
 Kt. at K. B.'s sixth
 Pawn at Q.'s sixth

Either party, playing first, can mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 57.

White.

1. Q. to K. B.'s sixth (check)
2. Kt. to K. B.'s fifth; and, move
 how he can, Black must be
 mated next move.

Black.

1. K. to Q.'s fourth

No. 58.

White.

1. K. R. takes P. (check)
2. Q. to K. B.'s second (check)
3. Q.'s R. to his square (check)
4. Q. to K.'s second (check)
5. Q. to Q. B.'s second (check)

Black.

1. K. to his seventh
2. K. to Q.'s eighth
3. Q. takes Q.'s R.
4. K. to Q. B.'s eighth
5. K. takes Q. (discov. check, and
 MATE).

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 73.

By the Rev. H. BOLTON.

White.

K. at his B.'s seventh
 Q. at her Kt.'s second
 R. at Q. Kt.'s seventh
 B. at K. Kt.'s sixth
 Kt. at Q.'s third
 Pawns at K.'s fourth, and Q. B.'s
 fourth

Black.

K. at Q.'s third
 Q. at her R.'s third
 B. at K.'s seventh
 B. at Q. R.'s fourth
 Kt. at K. B.'s fourth
 Pawns at K. Kt.'s sixth, K. B.'s
 seventh, K.'s third, and Q.'s
 second

White to win in five moves.

No. 74.

By the same.

White.

K. at Q. R.'s square
 B. at Q.'s sixth
 B. at Q. B.'s fourth
 Kt. at Q. B.'s seventh
 Kt. at K.'s fifth
 Pawns at K. R.'s fourth, K. Kt.'s
 third, Q.'s fourth, and Q. Kt.'s
 third

Black.

K. at his Kt.'s second
 Q. at her seventh
 B. at K. Kt.'s fourth
 Kt. at K. B.'s square
 Kt. at K.'s second
 Pawns at K. R.'s second, and K.
 Kt.'s third

White to win in six moves.

No. 75.

By Mr. LEWIS.

White.

K. at his Kt.'s square
 Q. at her R.'s eighth
 R. at Q. B.'s second
 Pawns at K. Kt.'s third, K. B.'s
 fourth, K.'s fifth, and Q.'s
 fourth

Black.

K. at his R.'s second
 Q. at K.'s second
 Kt. at Q. B.'s fifth
 Pawns at K. Kt.'s second, K. Kt.'s
 fifth, K. B.'s fourth, K.'s third,
 Q.'s fourth, and Q. R.'s fourth

White to win.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 66.

White.

1. R. to Q. B.'s second
2. R. checks
3. K. to Q.'s sixth
4. R. to Q. B.'s seventh
5. K. takes B.
6. K. to his sixth
7. R. MATES.

Black.

1. B. to Q. Kt.'s sixth
(This is better play for Black than advancing his Pawn)
2. B. interposes
3. Q. Kt.'s P. one
4. B. to Q.'s fourth (best)
5. K. to his Kt.'s square
6. K. to B.'s or R.'s square

No. 67.

By Mr. J—— B——N.

Black.

1. R. to Q. R.'s fifth (check)
2. R. to Q. Kt.'s fifth (check)
3. R. to Q. B.'s fifth (check)
4. R. to Q.'s fifth (check)
5. R. to K.'s fifth (check)
6. R. to Q.'s fifth (check)
7. R. to Q.'s square
8. R. to K.'s square (check)
9. R. to Q. R.'s square
10. Would lose the game by checking, but should play R. to Q. Kt.'s square
11. R. to K.'s square

White.

1. If he moves towards the Rook, the Black plays R. to Q. R.'s square, the consequence of which will be shown presently. To prevent this, White plays K. to Q. Kt.'s seventh
2. K. to Q. B.'s seventh
3. If he takes R. it is stalemate, therefore K. to Q.'s seventh
4. K. to K.'s seventh
5. If he moves to B.'s file, the R. checks at B.'s fifth, and forces stalemate or wins the Queen. To avoid perpetual check, K. to Q.'s sixth
6. K. to K.'s fifth
7. K. to K.'s sixth
8. K. to Q.'s seventh
9. Q. to K. B.'s third
10. K. to Q. B.'s seventh
11. Must not play Q. to K. B.'s seventh, as Black would get perpetual check or a stalemate, Q. to Q. B.'s sixth

Black.

12. Would lose by checking. May play R. to K. B.'s square
13. R. to Q. R.'s square
14. R. to K.'s square, the only move to save the game (see Variation 1)
15. R. to K. B.'s square; if to Kt.'s square, he would lose
16. R. to K. Kt.'s square

White.

12. Q. to Q.'s sixth
13. K. to Q. Kt.'s seventh
14. Q. to Q.'s seventh
15. Q. to K.'s seventh
16. If Black had the move, he would lose; but White cannot throw the move on him in this position, nor hinder him from taking it up. White can neither play Q. to K.'s sixth, nor K. B.'s seventh, without letting Black have a perpetual check or a stalemate. The game is therefore drawn.

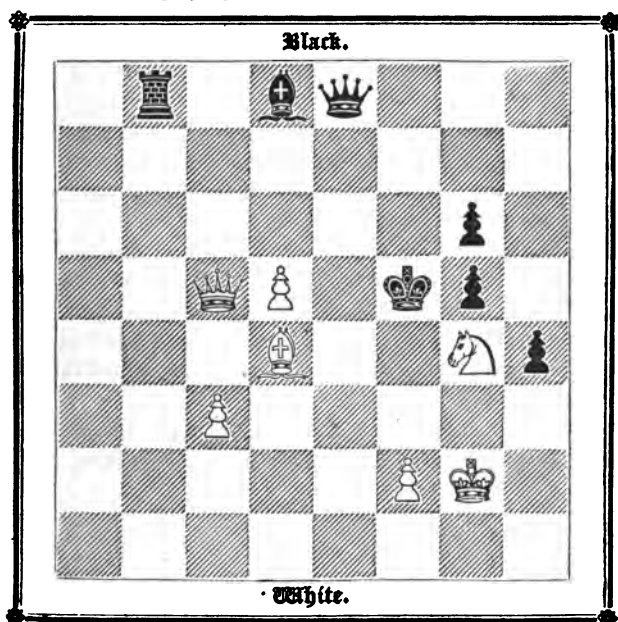
VARIATION 1.

14. R. to K. Kt.'s square
15. Must play the Rook *en prise*, and lose it and the game.

14. Q. to K.'s seventh

PROBLEM, No. 69.—By M. CALVI.

White, playing first, to mate in three Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"A SUBSCRIBER, BRIGHTON," requests us to mention that the Managing Committee of "THE ALBION READING ROOMS," Brighton, have, upon application, consented to permit CHESS to be played in the Reading Rooms; and have moreover purchased several Chess-boards for the accommodation of members. This information will doubtless be highly acceptable to the numerous Amateurs of Chess who are in the habit of visiting Brighton, as well as to those resident at this delightful watering place.

"E. H. A., BEDFORD ROW."—The problem is new to us, and shall be examined.

"J. G. B., CANONBIE."—Received, with thanks.

"VON H—T, BERLIN CHESS CLUB."—A private communication has been forwarded.

"F. W. C., HALIFAX."—The required numbers have been dispatched through Longman's.

"J. W., LYMINGTON."—The price of our First Volume is 15s.

"SCOTIA."—We have long intended to give the games in the London and Edinburgh match; they shall appear, if possible, in the present Volume, accompanied with critical and explanatory notes by the Editor of "THE CHESS PLAYER'S CHRONICLE."

"J. W. B."—We are unable to reply with any thing like accuracy to the first query of our correspondent. To his second question, we should say, Chess is played more in Paris than in London, and more in England than in France.

"J. B., TEMPLE."—We have much pleasure in thanking J. B., for the ingenious Problems for Young Players which have just reached us.

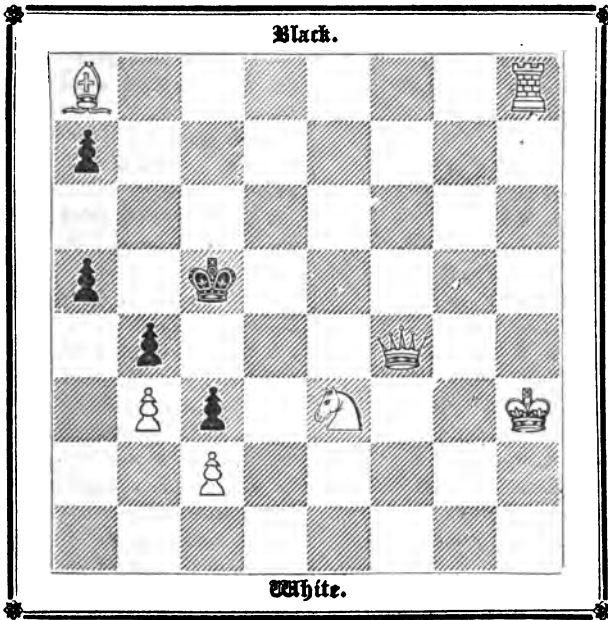
"A CHESS-MAN."—The Laws of Chess recently sanctioned by a Committee of "The London Chess Club," will appear in this Magazine after their publication in Mr. Lewis's forthcoming edition of his FIRST SERIES OF CHESS LESSONS.

"A READER."—Gliddon's Divan, in King-street, Covent Garden, is the oldest Establishment of the kind, we believe, in London.

PROBLEM, No. 70.

By Mr. S—A—s.

White, having the move, undertakes to give mate with a Pawn, in eight Moves, without taking any of the Black Pawns.



GAME CCXI.

Between M. DE LA BOURDONNAIS and one of the finest Metropolitan Amateurs; M. DE LA BOURDONNAIS giving the Pawn and Move.

(Remove Black's K. B.'s P. from the board.*)

White. (Mr. —.)

1. K. P. two
2. Q. P. two
3. K. P. one
4. Q. B. P. one
5. K. B. to Q. third
6. K. Kt. to B. third
7. Q. B. to K. Kt. fifth
8. Q. to K. second

Black. (LA BOURDONNAIS.)

1. K. P. one
2. Q. P. two
3. Q. B. P. two
4. Q. Kt. to B. third
5. K. Kt. to K. second
6. K. Kt. P. one
7. K. B. to Kt. second
8. Q. to Q. Kt. third

* This and the following game have appeared in print before, but can have been seen but by few of our readers.

White. (Mr. —.)

9. P. takes P.
10. Q. Kt. to Q. second
11. Q. B. to K. third
12. Q. Kt. to Q. Kt. third
13. Q. B. to Q. fourth
14. Castles with K. R.
15. Q. R. to K. square
16. K. R. P. one
17. K. Kt. to K. R. second
18. Q. to K. Kt. fourth
19. R. takes B.
20. Q. to K. B. fourth
21. Q. takes Kt.
22. Q. takes Kt.
23. K. Kt. to K. Kt. fourth
24. Q. Kt. to Q. fourth
25. Q. Kt. to K. B. third
26. R. to K. square
27. Kt. to K. R. fourth
28. Q. to K. third
29. Q. to K. R. sixth (check)
30. Q. to K. Kt. fifth
31. Kt. to K. R. sixth
32. Q. to K. third
33. Kt. to Kt. fourth
34. Q. to R. sixth (check)
35. Q. to Kt. fifth
36. Kt. to R. sixth (check)
37. Kt. to K. B. fifth (check)
38. Kt. takes R. (check)
39. Q. to K. third
40. Q. Kt. P. one
41. Q. B. P. one
42. P. takes P.
43. R. to Q. square
44. Q. to K. second
45. R. to K. square
46. Q. to K. Kt. fourth
47. Q. to K. Kt. third
48. K. R. P. one
49. P. checks

Black. (LA BOURDONNAIS.)

9. Q. takes P.
10. Q. B. to Q. second
11. Q. to Q. R. fourth
12. Q. to Q. B. second
13. Kt. to K. B. fourth
14. Castles with K. R.
15. Q. Kt. P. one
16. Q. R. to K. square
17. K. R. to K. B. second
18. B. takes P.
19. Kt. takes R.
20. K. Kt. takes Q. B.
21. Kt. takes B.
22. Q. B. to Q. B. third
23. K. to Kt. second
24. K. P. one
25. K. R. to K. B. fourth
26. K. to B. square
27. K. R. to K. B. second
28. K. P. one
29. K. to Kt. square
30. K. to Kt. second
31. R. to K. fourth
32. R. to K. B. square
33. R. to K. third
34. K. to Kt. square
35. Q. to K. B. fifth
36. K. to Kt. second
37. R. takes Kt.
38. Q. takes Kt.
39. K. Kt. P. one
40. R. to B. third
41. P. takes P.
42. K. to Kt. third
43. Q. to Q. B. fourth
44. R. to Q. third
45. R. to Q. fifth
46. Q. to K. B. fourth
47. R. to Q. seventh
48. Q. to K. B. fifth
49. K. to R. third

AND THE FIRST PLAYER RESIGNS.

GAME CCXII.

Between Messrs. P—T and St—N.

White. (Mr. St—N.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. Castles (*a*)
7. Q. takes P.
8. Q. R. P. one
9. Q. Kt. P. two
10. Q. B. to Q. Kt. second
11. K. P. one
12. Kt. takes P.
13. B. takes Kt.
14. Q. Kt. to B. third
15. Q. B. to K. Kt. third
16. Q. R. to K. square
17. Q. to her Kt. third
18. R. to K. seventh
19. Q. B. takes Q. B. P.
20. Kt. to Q. fifth
21. R. takes B.
22. Q. to K. Kt. third (*b*)
23. K. B. P. two
24. Kt. to K. seventh (check)
25. R. takes R.
26. Q. takes Kt.
27. Q. takes B. (*c*)
28. K. to R. square
29. Q. to K. fourth (*f*)
30. K. R. P. one
31. B. to Q. third
32. R. to K. B. third
33. B. to Q. B. fourth
34. K. to his R.'s second
35. Q. takes K. Kt. P. (check)
36. Q. takes R. P. (check)

Black. (Mr. P—T.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. P. to Q. B. seventh
7. Q. P. one
8. B. to Q. R. fourth
9. B. to Q. Kt. third
10. K. Kt. to B. third
11. P. takes P.
12. Kt. takes Kt.
13. Castles
14. Kt. to K. Kt. fifth
15. Q. to K. Kt. fourth
16. Q. B. to K. B. fourth
17. Kt. to K. B. third
18. Q. B. to K. Kt. third
19. Kt. to K. Kt. fifth
20. B. takes B.
21. Q. R. to K. square
22. K. R. P. one (*e*)
23. Q. to K. B. fourth
24. R. takes Kt.
25. Q. to K. B. third (*d*)
26. Q. takes R.
27. Q. to K. sixth (check)
28. Q. takes Q. R. P.
29. Q. to Q. B. sixth
30. R. to Q. B. square
31. R. to Q. square
32. K. Kt. P. one
33. R. to Q. eighth (check)
34. Q. to K. eighth
35. K. to R. square

BLACK RESIGNED.

Notes to Game CCXII.

(*a*) The first player obtains a better game by taking Pawn with Pawn, instead of Castling at this point.

(b) A good move ; threatening to win the Knight by advancing K. R. P. one square on the next move.

(c) Rook to King's fifth would perhaps have been stronger play.

(d) Inconsiderately played, as it enabled White to gain the advantage of a "clear" piece.

(e) The learner, upon examining the situation of the pieces, will see that White can take this Bishop with impunity, because his opponent cannot move his Pawn without opening a check on his King.

(f) To gain the Queen, if she ventured to capture the Pawn.

GAME CCXIII.

Between two Players of the Berlin Chess Club ; Black playing without the advantage of seeing the board.

White. (M. A—.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. two
5. K. Kt. to Kt. fifth
6. Q. P. takes K. P.
7. Q. takes Q. (check)
8. Kt. to B. seventh (check)
9. Kt. takes R.
10. Q. B. to K. B. fourth
11. Q. Kt. to Q. second
12. Castles on Q.'s side
13. K. B. P. one
14. Kt. takes P. at K. B. third
15. Q. B. P. one
16. Kt. takes K. Kt. P.
17. K. R. to K. square
18. Kt. to K. R. fourth
19. B. to K. Kt. fifth
20. K. P. one (check)
21. K. R. to B. square (check)
22. Q. R. to K. square
23. B. to K. B. sixth
24. R. takes B.
25. Kt. to K. B. third
26. K. R. to B. fourth
27. Kt. to his fifth
28. K. R. P. two
29. K. R. P. one
30. P. takes P.

Black. (V. H—r.)

1. K. P. two
2. Q. P. one
3. K. B. P. two
4. K. B. P. takes P.
5. Q. P. one
6. Q. P. takes B.
7. K. takes Q.
8. K. to his square
9. Q. Kt. to B. third
10. Q. B. to K. third
11. Q. B. to Q. fourth
12. K. Kt. to K. second
13. P. takes P.
14. K. Kt. P. one
15. K. B. to K. Kt. second
16. R. P. takes Kt.
17. Q. Kt. P. two
18. K. to his B. second
19. Q. R. to K. R. square
20. B. takes P.
21. K. to his square
22. B. to K. B. second
23. B. takes B.
24. K. to his B. square
25. K. to his Kt. second
26. R. to Q. square
27. B. to K. Kt. square
28. K. Kt. to K. B. fourth
29. K. Kt. to K. second
30. K. takes P.

<i>White.</i> (M. A—.)	<i>Black.</i> (V. H—T.)
31. Kt. to K. B. third	31. B. to Q. fourth
32. Kt. to K. fifth (check)	32. K. to his Kt. fourth
33. K. Kt. P. one	33. R. to Q. third
34. Kt. takes Kt.	34. Kt. takes Kt.
35. Q. R. to K. eighth	35. Kt. to Q. square
36. Q. R. to K. seventh	36. Kt. to K. third
37. K. R. to K. B. square	37. Q. R. P. two
38. Q. R. to K. eighth	38. Kt. to Q. B. fifth
39. Q. R. to K. seventh	39. Q. B. P. one
40. K. to Q. Kt. square	40. Q. R. P. one
41. K. Kt. P. one	41. K. takes P.
42. Q. R. to K. Kt. seventh (ch.)	42. K. to his R. fourth
43. K. R. to B. second	43. B. to K. fifth (check)
44. K. to Q. B. square	44. Kt. to Q. sixth (check)
45. K. to Q. second	45. Kt. takes R. (discov. check)
46. K. to his third	46. R. to K. B. third
47. R. to K. Kt. square	47. B. to Q. fourth
48. K. to Q. fourth	48. Kt. to K. Kt. fifth

WHITE RESIGNED. (a)

Note to Game CCXIII.

(a) To conduct a game protracted to nearly fifty moves, with the skill and accuracy which Black exhibits in this contest, by the aid of memory alone, is a task of no ordinary difficulty, and one that few Chess Players of the present day are equal to.

GAME CCXIV.

Played by Messrs. C—E and St—N.

<i>White.</i> (Mr. C—E.)	<i>Black.</i> (Mr. St—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. Castles	5. Q. P. one
6. Q. B. P. one	6. Q. B. to K. Kt. fifth
7. Q. to her Kt. third	7. Q. B. takes Kt.
8. B. takes K. B. P. (check)	8. K. to his B. square
9. P. takes B.	9. Kt. to K. fourth
10. K. B. to K. R. fifth	10. Q. to K. R. fifth
11. Q. B. P. takes P.	11. B. takes P.
12. K. B. to K. Kt. fourth	12. Kt. takes B.
13. P. takes Kt.	13. Q. takes P. (check)
14. Q. to K. Kt. third	14. Q. takes K. P.

White. (Mr. C—E.)

15. Q. Kt. to B. third
16. P. takes B.
17. Q. B. to K. Kt. fifth
18. Q. R. to K. square
19. Q. B. takes Kt.
20. Q. to K. third
21. Q. to K. Kt. third

Black. (Mr. St—n.)

15. B. takes Kt.
16. K. Kt. to B. third
17. K. R. P. one
18. Q. to K. B. fourth
19. P. takes B.
20. Q. to K. Kt. fourth (check)
21. K. R. to Kt. square

WHITE ABANDONED THE GAME.

GAME CCXV.

In a Match now playing between Messrs. M—n—n and M—n—on, of the Liverpool Chess Club.

White. (Mr. M—.)

1. K. Kt. P. one (*a*)
2. K. B. to Kt. second
3. K. P. one
4. Q. P. one (*b*)
5. Q. Kt. P. one
6. Q. B. to Kt. second
7. K. Kt. to R. third
8. Castles
9. K. P. takes P.
10. Q. Kt. to Q. second
11. Q. B. takes K. Kt.
12. Q. to her B. square
13. Q. B. to Q. Kt. second
14. K. takes B.
15. Kt. to K. B. third
16. Q. B. P. two
17. Kt. to K. R. fourth
18. K. R. to K. square
19. K. R. to K. sixth
20. Q. to K. square
21. R. P. takes P.
22. Q. R. to Q. square (*d*)
23. Q. takes R. (*e*)
24. R. to K. B. sixth
25. Kt. to Kt. sixth (*f*)
26. K. to R. second (*h*)
27. R. takes B.
28. Q. to Kt. second
29. R. takes Kt.
30. R. takes Q. R. P.

Black. (Dr. M—.)

1. K. P. two
2. Q. P. two
3. K. B. P. two
4. K. Kt. to B. third
5. Q. B. P. one (*c*)
6. K. B. to Q. third
7. Castles
8. K. B. P. one
9. P. takes P.
10. Q. B. to K. Kt. fifth
11. Q. to her second
12. B. takes Kt.
13. B. takes B.
14. Q. to K. B. fourth
15. K. Kt. P. two
16. K. Kt. P. one
17. Q. takes Q. P.
18. Q. P. one
19. B. to Q. B. second
20. K. B. P. takes P.
21. Q. Kt. to R. third
22. K. R. takes B. P. (check)
23. Q. takes R.
24. Q. B. P. one
25. B. to Q. third (*g*)
26. Q. to Q. sixth
27. P. takes Kt.
28. Q. to K. B. fourth
29. R. to K. square
30. Q. P. one

WHITE RESIGNED. (*i*)

Notes to Game CCXV.

(a) We like occasionally to see these deviations from the usually adopted opening; they impart variety to the game, and not unfrequently lead to positions of great complication and beauty.

(b) White purposely plays a "close" game; we should have preferred advancing Q. B.'s P. two squares.

(c) This move confines the Q.'s Kt.; the Pawn should have been played two squares.

(d) K.'s R. to K.'s fourth would perhaps have been better play.

(e) We believe White's position would have been improved by his retreating the King to his Rook's square.

(f) Well played.

(g) Had Black taken the Knight, he would have been mated in three moves.

(h) White, we think, should now have taken the Bishop.

(i) This is an exceedingly lively and entertaining game.

MODEL GAMES.

No. VII.*

BLACK GIVES THE PAWN AND TWO MOVES.

White.

1. K. and Q. P. two squares
2. K. B. P. two squares (a)
3. K. P. one square
4. Q. B. P. one square
5. K. Kt. to B. third square
6. P. takes P.
7. Q. Kt. to B. third square
8. Q. R. P. one square (b)
9. K. R. P. one square
10. Q. Kt. to K. second square
11. K. Kt. P. two squares
12. Kt. takes B.
13. K. to B. second square
14. K. to Kt. third square
15. Q. Kt. P. two squares
16. Q. B. to Q. second square
17. B. takes P.
18. P. takes Kt.
19. Q. R. to Kt. square
20. K. to R. second square

Black.

1. K. P. one square
2. Q. P. two squares
3. Q. B. P. two squares
4. Q. Kt. to B. third square
5. P. takes P.
6. Q. to Kt. third square
7. Q. B. to Q. second square
8. K. Kt. to R. third square
9. K. Kt. to B. fourth square
10. K. B. to K. second square
11. B. to adv. R. fourth sq., chg.
12. Kt. takes Kt.
13. Castles with his R.
14. Kt. to its third square
15. Q. R. P. two squares
16. P. takes P.
17. Kt. takes B.
18. Q. takes P.
19. Q. R. to adv. R. third sq., chg.
20. Q. to K. second square

* From Mr. Cochrane's Treatise.

White.

21. Q. R. takes Q. Kt. P.
22. Q. R. takes B. (d)
23. K. B. must interpose
24. K. is compelled to take the R.

Black.

21. Q. to adv. K. R. fourth sq. (c)
22. Q. to adv. K. B. second sq., chg.
23. Q. R. takes K. R. P., chg.
24. Q. to adv. K. R. fourth square,
and CHECKMATES.

Notes to Model Game VII.

(a) Loses the advantage of the Pawn and two Moves, and reduces the game to the Pawn and Move.

(b) A weak move.

(c) This move is particularly well played.

(d) White loses the game by this move.

ELEMENTARY LESSONS.

HOW TO EFFECT CHECKMATE WITH TWO BISHOPS.

This checkmate can only be given when the adverse King is on a Rook's square, a Rook's second square, or a Knight's square; the first endeavour must therefore be to force him towards a corner of the board.

SITUATION.

White.

K. at his square
K.'s B. at his square
Q.'s B. at his square

Black.

K. at his square

WHITE TO PLAY.

White.

1. K. B. to K. R.'s third
2. Q. B. to K. B.'s fourth
3. K. to his second
4. K. to K. B.'s third
5. K. B. to K. B.'s fifth
6. K. to his Kt.'s fourth
7. K. to his Kt.'s fifth
8. K. to his B.'s sixth
9. Q. B. to Q. B.'s seventh
10. K. B. to Q.'s seventh
11. K. to his Kt.'s sixth
12. Q. B. to Q.'s sixth (check)
13. K. B. to K.'s sixth (check)
14. Q.'s B. CHECKMATES.

Black.

1. K. to Q.'s square
2. K. to his second
3. K. to K. B.'s third
4. K. to his second
5. K. to his B.'s third
6. K. to his second
7. K. to Q.'s square, or (A) or (B)
8. K. to his square
9. K. to his B.'s square
10. K. to his Kt.'s square
11. K. to his B.'s square
12. K. to his Kt.'s square
13. K. to his R.'s square

(A)

White.

8. K. to his B.'s sixth
9. Q. B. to Q.'s sixth
10. Q. B. to Q. B.'s seventh, and then play as before.

Black.

7. K. to his square
8. K. to Q.'s square
9. K. to his square

(B)

8. Q. B. to Q.'s sixth
9. K. B. to K.'s sixth
10. If you were now to play Q. B. to K.'s fifth, Black would be stalemated; the proper move is
Q. B. to K. B.'s eighth
11. K. to K. B.'s sixth, and *not* to K. Kt.'s sixth
12. K. to K. B.'s seventh
13. Q. B. checks
14. K. B. CHECKMATES.

7. K. to his B.'s second
8. If he now play K. to his square, you should play K. to K. B.'s sixth, as before; therefore he moves K. to his Kt.'s second
9. K. to his R.'s second
10. K. to his R.'s square
11. K. to his R.'s second
12. K. to K. R.'s square
13. K. to K. R.'s second

HOW TO CHECKMATE WITH A BISHOP AND KNIGHT.

This is a much more difficult task than the preceding, and can be effected only by driving the adverse King into an angle of the Chess-board, *the corner square of which is commanded by your Bishop.*

SITUATION.

White.

- K. at his B.'s sixth
- K. B. at K. B.'s fifth
- Kt. at K. Kt.'s fifth

1. Kt. to K. B.'s seventh (check)
2. B. to K.'s fourth
3. B. to K. R.'s seventh

Black.

- K. at K. R.'s square
- Observe, that the Black King is now placed in the most unfavourable situation for the White, since he occupies a corner square which cannot be commanded by the White's Bishop.
1. K. to his Kt.'s square
2. K. to his B.'s square
3. K. to his square

White.

4. Kt. to K.'s fifth
5. Kt. to Q.'s seventh (check)
6. K. to his sixth
7. K. to Q.'s sixth
8. B. to K. Kt.'s sixth (check)
9. Kt. to Q. B.'s fifth
10. K. B. to his seventh
11. Kt. to Q. Kt.'s seventh (check)
12. K. to Q. B.'s sixth
13. K. to Q. Kt.'s sixth
14. B. to K.'s sixth (check)
15. Kt. to Q. B.'s fifth
16. B. to Q.'s seventh
17. Kt. to Q. R.'s sixth (check)
18. B. to Q. B.'s sixth (CHECK-MATE).

Black.

4. K. to his B.'s square, or (A)
5. K. to his square
6. K. to Q.'s square
7. K. to his square (best)
8. K. to Q.'s square
9. K. to Q. B.'s square
10. K. to Q.'s square (best)
11. K. to Q. B.'s square
12. K. to Q. Kt.'s square
13. K. to Q. B.'s square
14. K. to Q. Kt.'s square
15. K. to Q. R.'s square
16. K. to Q. Kt.'s square
17. K. to Q. R.'s square

(A)

5. K. to his sixth
6. Kt. to Q.'s seventh

4. K. to Q.'s square
5. K. to Q. B.'s second (best)
6. K. to Q. B.'s third

This is his best move to avoid the corner square; should he, instead of this move, play his King to Q. Kt.'s second, your best move is the Bishop to Q.'s third, and if he then play K. to Q. B.'s third, you should move your Bishop to Q. B.'s fourth, and after his next move, B. to Q. Kt.'s fifth

7. B. to Q.'s third
8. B. to Q. Kt.'s fifth
9. Kt. to K.'s fifth
10. Kt. to Q. B.'s fourth
11. K. to Q.'s sixth
12. Kt. to Q. R.'s fifth
13. Kt. to Q. Kt.'s seventh (check)
14. K. to Q. B.'s sixth
15. Kt. to Q.'s sixth
16. K. to Q. B.'s seventh
17. B. to Q. B.'s fourth
18. Kt. to Q. B.'s eighth (check)
19. B. to Q.'s fifth (CHECKMATE).

7. K. to Q. B.'s second (best)
8. K. to Q.'s square
9. K. to B.'s second
10. K. to Q.'s square
11. K. to Q. B.'s square
12. K. to Q.'s square
13. K. to Q. B.'s square
14. K. to Kt.'s square
15. K. to R.'s second
16. K. to R.'s square
17. K. to R.'s second
18. K. to R.'s square

PROBLEMS FOR YOUNG PLAYERS.

By Mr. J— B—N.

No. 61.

White.

K. at K. R.'s third
 Q. at Q.'s third
 K. R. at K. B.'s sixth
 Q. R. at Q.'s second
 Pawns at K. R.'s second, and K.
 Kt.'s third

Black.

K. at his R.'s square
 Q. at Q.'s fifth
 R. at K. Kt.'s eighth
 Pawns at K. R.'s third, and K.
 Kt.'s fourth

This position occurred at the end of a game between Mr. B. and a friend, the former had the *Black* pieces, and having to play, gave mate in two moves.

No. 62.

By Mr. S— A—s.

White.

K. at K. B.'s square
 Q. at K. R.'s fourth
 R. at K. R.'s seventh
 B. at K.'s second
 B. at Q. Kt.'s eighth
 Kt. at K. R.'s sixth
 Pawns at K.'s fourth, Q. B.'s third,
 and Q. R.'s fourth

Black.

K. at his square
 Pawns at K.'s fourth, Q.'s third,
 Q. B.'s fourth, Q. Kt.'s third,
 and Q. R.'s fourth

White to play, and mate with the King's Pawn, in seven moves, without taking any of the Black's Pawns.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 59.

White.

1. R. checks
2. B. to K.'s eighth
3. B. to K. B.'s seventh (discov.
check, and MATE).

Black.

1. B. interposes
2. Black is compelled to play his
Bishop.

No. 60.

*White to win.**White.*

1. Q. to her sixth (check)
2. B. takes R. (check)
3. R. takes B. (check) **MATE.**

Black.

1. R. takes Q. (best)
2. K. to R.'s fifth

*Black to win.**Black.*

1. Kt. to K. R.'s fifth (double ch.)
 2. Q. to K. Kt.'s seventh (check)
 3. R. to K. R.'s second (check)
- MATE.**

White.

1. K. to R.'s third, or Kt.'s third
2. K. takes Kt.

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 76.

By PONZIANI.

White.

- K. at his second
B. at Q.'s seventh
Pawn at Q. B.'s seventh

Black.

- K. at his Kt.'s square
R. at K. B.'s square
Pawns at K. R.'s second, K. Kt.'s
second, K. B.'s fourth, K.'s fifth,
and Q.'s seventh

White to draw.

No. 77.

AUTHOR NOT KNOWN.

White.

- K. at Q. Kt.'s second
Q. at K. Kt.'s sixth
R. at K. R.'s seventh
R. at Q.'s square
Pawns at K. Kt.'s second, and
K. B.'s sixth

Black.

- K. at his B.'s square
Q. at her fourth
Pawn at Q. B.'s third

White to play, and effect mate with a Pawn, in twenty moves, *without taking the Black Queen.*

No. 78.

By the Rev. H. BOLTON.

White.

- K. at Q. Kt.'s square
R. at K. R.'s third
R. at Q. B.'s seventh
Kt. at Q.'s square

Black.

- K. at Q. R.'s sixth
B. at K.'s eighth
B. at Q. Kt.'s sixth
Kt. at Q. Kt.'s fifth

White.

Kt. at Q.'s second square
 Pawn at Q.'s sixth

Black.

Kt. at Q. R.'s third
 Pawns at K.'s third, Q.'s second,
 Q. B.'s fifth, Q. Kt.'s second,
 and Q. R.'s fourth

White to win in eight moves.

No. 79.

By Mr. LEWIS.

White.

K. at Q. B.'s second
 R. at K. B.'s seventh
 R. at Q. B.'s seventh
 B. at Q. B.'s fifth
 Pawns at K. R.'s fifth, Q. Kt.'s
 fourth, and Q. R.'s second

Black.

K. at Q. Kt.'s fourth
 R. at K.'s third
 R. at K.'s fourth
 Kt. at K. R.'s fifth
 Pawns at K. R.'s second, K.'s
 fifth, Q. Kt.'s third, and Q. R.'s
 third

White to win in seven moves.

No. 80.

By the Rev. H. BOLTON.

White.

K. at his B.'s sixth
 Q. at K. Kt.'s square
 R. at Q. Kt.'s seventh
 R. at Q. R.'s seventh
 B. at K.'s fifth
 Pawn at K. B.'s seventh

Black.

K. at his R.'s second
 Q. at K. B.'s square
 R. at K. R.'s fourth
 R. at Q. B.'s square
 B. at Q.'s fourth
 Kt. at K. B.'s fourth
 Pawns at K. R.'s third, K.'s third,
 and Q. Kt.'s sixth

White to win in seven moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 68.

White.

1. R. to K. B.'s fourth (check)
2. Q. to her Kt.'s square (check)
3. Q. to K. R.'s square (check)
4. R. to K. R.'s eighth (check)
5. Q. to her Kt.'s eighth (check)

Black.

1. B. takes R.
2. Kt. interposes
3. K. to his fourth
4. K. to Q.'s third, or (A)

(A)

White.

5. K. B. P. one (check) MATE.

Black.

4. K. to his fifth

No. 69.

White.

1. Q. to K. B.'s eighth (check)
2. K. to his B.'s third, and, move where he can, Black must be mated with the Kt. next move.

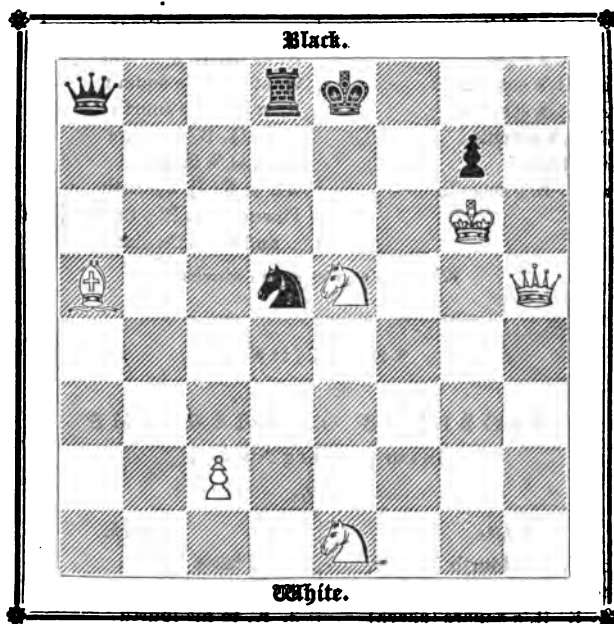
Black.

1. Q. takes Q.'s (best)

PROBLEM, No. 71.*

By M. D'ORVILLE.

White to play, and effect mate in six Moves.

* From *Le Palamede*.

NOTICES TO CORRESPONDENTS.

CHESS.

"J. G. B., CANONBIE."—The game shall be examined, and our opinion of it given immediately.

"W. E., ASHEY DE LA ZOUCH."—Vol. I., with the back numbers, have been forwarded.

"E. H. A."—Has our correspondent transcribed the position correctly? If so, it appears to be a drawn game.

"H. F."—will perceive we have adopted his suggestion.

"P. P."—Mr. H. F. F., of Worcester College, Oxford, was considered a good player. There are now more and better players at Cambridge.

"G. R.—TS."—Chess-play is not confined to Coffee-houses and Divans. We had the pleasure of seeing some capital games a few evenings since at Smith's spacious and well appointed Wine Shades, in Leicester Square.

"G. S. S., LIVERPOOL."—The games so politely forwarded, shall appear in an early number.

"M. EVERTON."—A private communication has been sent by post.

"VETERAN."—Our old friend's epistle arrived too late. The drivelling, despicable puppy he mentions, is not worth his castigating.

"SUBSCRIBER, BRIGHTON."—The numbers wanted shall be dispatched.

"LAMBTON."—Apply to our Publisher concerning the Monthly Parts.

"D. P. F., SOMERSET HOUSE."—In the Problem our correspondent has favoured us with, a condition appears omitted, viz., that White should not move his King.

"I. J."—Selections from the Games of Philidor, with Notes by two of the leading contributors to this Magazine, will appear in the present Volume.

. The Anniversary Dinner of the Liverpool Chess Club will be held at "The Clayton Arms," Liverpool, on the 15th instant.

EDITOR'S SCRAP WALLET.

SPECIMENS OF ANCIENT EGYPTIAN CHESS-MEN IN THE
BRITISH MUSEUM.

As the Greeks gave the impress of their own nationalities to every art or amusement which they derived from foreign nations, it is often difficult to determine the extent of their claim to *originality*. That they were indebted for some of their arts to the Egyptians, may be inferred from countless coincidences: one of them is not a little curious: the favourite domestic amusement in the valley of the Nile was a game similar to our Chess; we find it frequently in the Egyptian paintings, both on the walls of the tombs and the rolls of papyrus; it is not an uncommon subject on the Greek vases, though the game was far from being popular in ancient Europe. It may be mentioned, that specimens of these Chessmen, obtained from the tombs of the Pharaohs, are preserved in the great Egyptian collection in the British Museum.

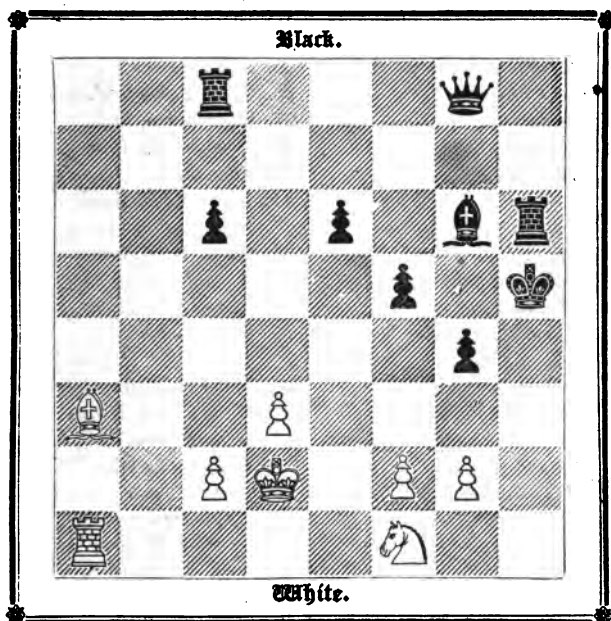
ANCIENT ROMANCES.—In *Boccaccio's Philicolo*, (Book 6,) there is a description of a game at Chess between Philicolo and a Castellan, in which the former exhibits a degree of courtesy and forbearance not frequently displayed in Chess contests. Philicolo permits his petulant opponent to win several games; but when at length he himself wins one, the Castellan in a rage dashes down the Chess-board; upon which Philicolo blandly addresses him:—“*Sir, as it is customary for the wisest men to be vexed at this game, I do not esteem you the less wise, because you vented your anger on the Chess-men; but, if you had considered the game well before you spoilt it, you would have known that, in two moves, you might have mated me. I believe you saw it; but, in order to be courteous to me, appearing to be vexed, you pretended to have lost the game; but let that not be so. Let these bezants be all yours,*” &c.

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

PROBLEM, No. 72.

From Mr. LEWIS's unpublished MSS.

White to win in four Moves.



GAME CCXVI.

Finely contested Game, by Messrs. B—N and ST—N; the latter giving "the Pawn and two Moves."

(Black's K. B.'s P. must be taken from the board.)

White. (Mr. B—N.)

1. K. P. two
2. Q. P. two
3. Q. P. one
4. K. B. P. two
5. Q. B. P. two
6. Q. Kt. to B. third
7. K. B. to Q. third
8. K. Kt. to B. third
9. K. R. P. one
10. Q. takes B.
11. Q. B. to Q. second
12. Kt. to K. second

Black. (Mr. ST—N.)

- 1.
2. Q. Kt. to B. third
3. Q. Kt. to K. fourth
4. Q. Kt. to K. B. second
5. Q. P. one
6. K. Kt. P. one
7. K. B. to K. Kt. second
8. Q. B. to K. Kt. fifth
9. B. takes Kt.
10. Kt. to K. B. third
11. Castles
12. K. Kt. to Q. second

White. (Mr. B—N.)

13. Q. B. to his third
14. Q. Kt. P. takes B.
15. Q. to K. third (*a*)
16. K. R. P. one
17. K. to Q. second
18. Kt. to K. Kt. third
19. Q. R. to K. square
20. Q. B. P. takes P.
21. K. P. takes P.
22. Q. to her fourth
23. Q. R. to K. third
24. Q. takes R.
25. R. to K. B. square (*b*)
26. K. takes Kt.
27. Q. to K. sixth (check)
28. R. to K. B. third
29. Kt. takes Kt. (check)
30. Q. to K. second
31. K. to Q. B. second
32. K. to Q. B. square
33. Q. to K. seventh (check)
34. Q. takes Q. P.
35. Q. to Q. Kt. fourth
36. Q. to K. fourth
37. Q. to K. second
38. Q. B. P. one
39. R. to K. third
40. R. to K. seventh (check)
41. K. to Q. Kt. square
42. R. takes Q. Kt. P.
43. Q. to her second (*d*)
44. Q. to her B. square
45. K. to Q. R. square
46. Q. takes Q.
47. K. Kt. P. one
48. R. to Q. Kt. third
49. R. to Q. third
50. K. to Kt. second
51. K. to B. second
52. K. to Q. second
53. R. to Q. R. third
54. K. to his second
55. K. to Q. third
56. K. to his second
57. K. to his square
58. R. takes Q. R. P.

Black. (Mr. ST—N.)

13. B. takes B. (check)
14. K. Kt. to Q. B. fourth
15. K. P. one
16. Q. to K. second
17. Q. R. to K. square
18. Q. B. P. one
19. K. P. takes P.
20. Q. B. P. takes P.
21. Q. to her second
22. Q. to K. Kt. fifth
23. R. takes R.
24. Kt. to K. R. third
25. Kt. takes B.
26. Kt. to K. B. fourth
27. K. to Kt. second
28. R. to K. B. third
29. R. takes Kt.
30. R. takes Q. P. (check)
31. Q. to K. B. fourth (check)
32. R. to Q. Kt. fourth
33. Q. interposes
34. R. to Q. fourth
35. Q. R. P. two
36. Q. to her second
37. Q. to Q. R. fifth
38. Q. to her B. third
39. R. to Q. fifth
40. K. to R. third
41. Q. to Q. B. fourth (*c*)
42. R. takes Q. B. P.
43. R. to Q. fifth
44. Q. to K. B. fourth (check)
45. Q. takes K. B. P.
46. R. takes Q.
47. R. to K. Kt. fifth
48. Q. R. P. one
49. K. to R. fourth
50. K. R. P. one
51. R. to Q. B. fifth (check)
52. K. to Kt. fifth
53. K. to R. sixth
54. K. to Kt. seventh
55. R. to K. Kt. fifth
56. K. R. P. one
57. R. takes Kt. P.
58. R. to K. Kt. fifth

White. (Mr. B—N.)

59. R. to Q. R. sixth (e)
60. Q. R. P. two
61. P. one
62. R. to Q. R. eighth
63. P. one
64. P. one
65. R. to K. Kt. eighth
66. K. to his second (f)

Black. (Mr. ST—N.)

59. K. to Kt. sixth
60. K. takes K. R. P.
61. K. Kt. P. one
62. K. to Kt. sixth
63. R. P. one
64. R. to Q. R. fifth
65. R. to Q. R. eighth (check)

AFTER A FEW MORE MOVES, THE GAME WAS DECLARED DRAWN.

Notes to Game CCXVI.

- (a) To prevent the adverse Knight being played to his King's fourth.
- (b) We should have advanced King's Rook's Pawn one square.
- (c) Black ought to have taken the Queen's Bishop's Pawn with his Rook, at this point, we think.
- (d) Threatening check "by discovery."
- (e) Had White taken the Rook he would have lost the game.
- (f) The latter portion of this game is an instructive and entertaining study for young players.

GAME CCXVII.

In the Match now playing between Dr. M—R—N and Mr. M—N, of the Liverpool Chess Club.

White. (Dr. M—.)

1. K. P. two
2. P. takes P.
3. Q. P. two
4. K. B. to Q. third
5. P. takes P.
6. K. Kt. to B. third
7. Castles
8. K. R. to K. square
9. K. R. P. one
10. Q. takes B.
11. Q. to K. R. fifth
12. Q. to K. fifth
13. Q. to K. sixth (check)
14. B. takes Kt.
15. Q. takes K. P.
16. K. R. to Q. square (b)
17. Q. takes Kt.
18. R. takes Q. (check)

Black. (Mr. M—.)

1. K. B. P. two (a)
2. K. Kt. to B. third
3. Q. P. two
4. K. P. one
5. Q. B. takes P.
6. Q. B. to K. Kt. fifth
7. K. B. to K. second
8. Castles
9. B. takes Kt.
10. K. Kt. to K. fourth
11. K. Kt. P. one
12. Q. Kt. to B. third
13. K. to R. square
14. P. takes B.
15. Q. Kt. takes Q. P.
16. Kt. to K. B. sixth (check) (c)
17. R. takes Q.
18. R. takes R.

White. (Dr. M—.)

19. K. Kt. P. takes R.
20. K. to Kt. second
21. Q. B. P. one
22. Q. R. P. two
23. K. to Kt. third
24. K. to Kt. second

Black. (Mr. M—.)

19. R. to Q. eighth (check)
20. R. takes B.
21. Q. R. P. two
22. B. to Q. B. fourth
23. K. to Kt. second
24. K. to his B. third

AND WHITE RESIGNED.

Notes to Game CCXVII.

- (a) This is a novel but not very commendable mode of opening the game.
- (b) White should have taken the Bishop with his Queen.
- (c) Well played.

GAME CCXVIII.

Lively Game between Mr. G. SP—Y and Dr. M—R—N, of the Liverpool Chess Club.

White. (Dr. M—.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. checks
5. B. takes B. (check)
6. K. P. one
7. Q. B. P. one
8. Q. P. one
9. Castles
10. Q. to Q. B. second
11. K. Kt. to Kt. fifth
12. K. Kt. to B. third
13. K. P. takes P.
14. K. Kt. to his fifth
15. Q. P. one
16. K. B. P. takes Kt.
17. Q. B. P. takes B.
18. K. R. to K. B. second
19. Q. to her second
20. Q. to K. third
21. Q. to K. Kt. third
22. Q. takes R.
23. Q. to K. second
24. Q. to K. third

Black. (Mr. SP—Y.)

1. K. P. one
2. Q. B. P. two
3. Q. P. two
4. Q. B. to Q. second
5. Q. Kt. takes B.
6. K. Kt. to R. third
7. K. B. to K. second
8. Castles
9. Q. to Q. Kt. third
10. Q. R. P. two
11. K. B. P. one
12. K. Kt. to K. B. second
13. K. B. takes P.
14. Q. B. P. one (discov. check)
15. K. Kt. takes Kt.
16. B. takes Q. P. (check) (a)
17. Q. takes P. (check)
18. K. R. to K. B. fourth (b)
19. Q. to her Kt. third
20. Q. P. one
21. R. takes R.
22. Q. R. to K. B. square
23. Q. P. one (discov. check)
24. Q. to Q. third

White. (Dr. M—.)

25. Q. B. to Q. second
26. K. R. P. one
27. P. takes Kt.
28. K. to R. square
29. K. to Kt. square
30. Q. takes R.
31. Kt. to Q. B. third
32. R. to K. square
33. R. to K. B. square, winning the Q.

Black. (Mr. SP—Y.)

25. Kt. to K. fourth
26. Kt. to K. B. sixth (check)
27. Q. to K. Kt. sixth (check)
28. Q. takes K. R. P. (check)
29. R. takes K. B. P.
30. Q. takes Q.
31. K. P. one
32. K. to K. B. second (c)

Notes to Game CCXVIII.

- (a) Black obtains a powerful attack by this sacrifice.
- (b) Knight to King's fourth would probably have been a better move.
- (c) Overlooking the obvious move of White's Rook to King's Bishop's square.

GAME CCXIX.

Played at Goode's Chess Rooms, between Mr. ST—N and one of the strongest Metropolitan Players.

Black. (Mr. —.)

1. K. P. two
2. K. B. P. two
3. K. B. to Q. B. fourth
4. B. to Q. Kt. third
5. K. to B. square
6. Q. Kt. to B. third
7. K. Kt. to B. third
8. K. R. P. two
9. K. to his Kt. square
10. K. Kt. to R. second
11. Q. P. two
12. Q. R. P. one
13. P. takes P.
14. Q. takes P.
15. Kt. takes Q.
16. K. P. one
17. P. takes P.
18. Q. Kt. to K. fourth
19. K. to his B. second
20. Q. Kt. to Q. B. fourth
21. K. to his Kt. second
22. K. Kt. to K. fifth
23. Q. Kt. to Q. third

White. (Mr. ST—N.)

1. K. P. two
2. P. takes P.
3. Q. Kt. P. two
4. Q. checks
5. K. Kt. P. two
6. Q. B. P. one
7. Q. to K. R. fourth
8. K. R. P. one
9. K. Kt. P. one
10. Q. P. one
11. Q. R. P. two
12. P. to K. B. sixth
13. P. takes P.
14. Q. takes Q.
15. K. Kt. to B. third
16. Kt. to K. R. fourth
17. B. takes P.
18. K. B. to Q. B. second
19. K. B. P. two
20. K. B. to K. Kt. sixth (check)
21. Q. R. to R. second
22. Q. R. to K. second
23. K. B. P. one (a)

<i>Black.</i> (Mr. —.)	<i>White.</i> Mr. ST—N.)
24. K. to his B. third	24. Q. B. to K. B. fourth
25. Q. Kt. takes K. B. P. (<i>b</i>)	25. B. takes Kt.
26. Q. B. takes B.	26. Q. R. P. one
27. K. B. to Q. R. second	27. B. takes Q. B. P.
28. K. R. to K. square (<i>c</i>)	28. K. R. to K. B. square
29. B. to K. B. seventh (check)	29. Q. R. takes B. (<i>d</i>)
30. Kt. takes Q. R. (discov. ch.) (<i>e</i>)	30. K. takes Kt.
31. B. takes Q. Kt.	31. R. takes B.
32. K. R. to K. fifth	32. Kt. to K. B. third
33. Q. R. to Q. B. square	33. B. to Q. Kt. sixth
34. Q. R. takes Q. B. P.	34. B. to Q. fourth (check)
35. K. R. takes B.	35. Kt. takes K. R.
36. R. takes K. R. P.	36. Kt. to K. B. third
37. K. R. P. one (<i>f</i>)	37. R. to Q. square
38. K. to his second (<i>g</i>)	38. R. takes Q. P.
39. R. to K. R. eighth	39. K. to his Kt. second
40. R. to Q. Kt. eighth	40. R. to Q. fourth
41. R. to Q. Kt. seventh (check)	41. K. to his R. third
42. R. to Q. Kt. sixth	42. R. to K. B. fourth
43. K. to Q. third	43. K. takes R. P.
44. K. to Q. fourth	44. K. to his Kt. fifth
45. R. to Q. Kt. seventh (<i>h</i>)	45. K. to his B. fifth
46. K. to Q. B. third	46. Kt. to Q. fourth (check)
47. K. to Q. fourth	47. Kt. to K. sixth
48. K. to Q. B. third	48. K. to his fifth
49. K. to Q. Kt. fourth	49. Kt. to Q. B. seventh (check)
50. K. to Q. R. fifth	50. Kt. to Q. fifth
51. K. to Q. Kt. fourth	51. Kt. to Q. B. third (check)
52. K. to Q. B. third	52. R. to K. B. sixth (check)
53. K. to Q. B. second	53. Kt. to Q. fifth (check)
54. K. to Q. second	54. R. to K. B. seventh (check)
55. K. to Q. B. third	55. R. to Q. B. seventh (check)
56. K. to Q. Kt. fourth	56. R. takes P. (check)

BLACK ABANDONED THE GAME.

Notes to Game CCXIX.

- (*a*) This was not a judicious move.
 (*b*) Black should have taken the Pawn with his Bishop.
 (*c*) An ingenious, but we think an unsound move.
 (*d*) Had White taken the Bishop with his King's Rook, Black would have gained "the exchange."
 (*e*) Black's game would not have been improved by his taking the Queen's Bishop's Pawn instead of the Rook.
 (*f*) Any other move would have lost him "the exchange."

(g) The young players may be told that Black dared not protect the Pawn, by moving his King to King's third square, as in that case White would have checked with the Knight and won the Rook.

(h) To enable him to play his King to Queen's Bishop's third, without loss from the threatened check of the Knight.

GAME CCXX.

Between Messrs. C—E and St—N.

<i>Black.</i> (Mr. St—N.)	<i>White.</i> (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. Kt. to B. third	3. K. B. to Q. B. fourth
4. K. B. to Q. B. fourth	4. Q. P. one
5. Q. Kt. to R. fourth	5. Q. B. to K. Kt. fifth
6. Kt. takes K. B.	6. P. takes Kt.
7. Q. B. P. one	7. Q. to K. B. third
8. K. B. to K. second	8. Castles on Q.'s side
9. Q. R. P. two	9. K. Kt. to K. second
10. Q. Kt. P. one	10. K. Kt. to his third
11. K. Kt. P. one	11. K. R. P. two
12. Q. P. one	12. Q. to K. second
13. Q. B. to K. third	13. B. takes Kt.
14. B. takes B.	14. K. R. P. one
15. Q. to her second	15. K. R. P. takes P.
16. K. B. P. takes P.	16. Q. to her second
17. Q. R. to Q. square	17. Q. Kt. P. one
18. Q. to K. second	18. K. to Q. Kt. square
19. B. to K. Kt. fourth	19. Q. to K. second
20. Castles	20. K. B. P. one
21. K. R. to K. B. second	21. Kt. to K. B. square
22. Q. R. to K. B. square	22. K. Kt. to K. third
23. K. B. to K. B. fifth	23. Q. R. to Q. third
24. Q. R. to Q. square	24. K. R. to Q. square
25. Q. B. to Q. B. square	25. Q. to K. B. second
26. Q. to K. Kt. fourth	26. K. Kt. to K. B. square
27. Q. to K. B. third	27. Q. takes Q. Kt. P.
28. K. R. to Q. second	28. Q. B. P. one
29. Q. P. one	29. Kt. takes Q. P.

BLACK RESIGNED.

GAME CCXXI.

Between Messrs. S—Y and ST—N; the latter giving the odds of the "Pawn and two Moves."

(Remove White's K. B.'s P. from the board.)

Black. (Mr. S—Y.)

1. K. P. two
2. Q. P. two
3. Q. P. one
4. K. B. P. two
5. K. Kt. to B. third
6. K. B. P. one
7. K. B. to Q. third
8. Q. B. P. two
9. K. Kt. to Q. fourth
10. K. Kt. to K. sixth
11. K. B. P. takes B.
12. Q. B. to K. B. fourth
13. Q. takes Kt.
14. K. P. one
15. Q. B. takes P.
16. Q. Kt. to B. third
17. Q. Kt. P. one
18. Q. Kt. takes P.
19. Q. Kt. P. takes Q. P.
20. B. takes B.
21. Q. to her second
22. K. takes Q.
23. P. takes Kt.
24. Q. R. to K. square
25. K. to Q. B. square
26. K. R. to K. B. square
27. R. takes R.
28. R. to K. third
29. R. to Q. R. third

White. (Mr. ST—N.)

- 1.
2. Q. Kt. to B. third
3. Q. Kt. to K. fourth
4. Kt. to K. B. second
5. Q. P. one
6. K. Kt. to B. third
7. Q. B. P. one
8. Q. B. to Q. second
9. K. Kt. P. one
10. B. takes Kt.
11. Q. Kt. to K. fourth
12. Kt. takes B. (check)
13. K. B. to K. Kt. second
14. Q. P. takes P.
15. Castles
16. Q. Kt. P. two
17. Q. B. P. takes Q. P.
18. Q. Kt. P. takes P.
19. Kt. takes Kt.
20. Q. to her R. fourth (check)
21. Q. takes Q. (check)
22. K. takes B.
23. Q. R. to Q. square
24. R. takes P. (check)
25. K. R. to K. B. seventh
26. Q. R. to K. B. fourth
27. R. takes R.
28. K. to B. third
29. R. takes K. Kt. P.

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED.

GAME CCXXII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 29th.)

White. (M. DE LA B.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth

Black. (Mr. M'D.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth

White. (M. DE LA B.)

4. Q. B. P. one
5. Q. P. one
6. Q. Kt. P. two
7. Q. R. P. two
8. Q. Kt. P. one
9. K. R. P. one
10. Q. to K. second
11. Q. Kt. to R. third
12. K. Kt. P. two
13. K. B. to Q. R. second
14. Q. P. takes P.
15. R. takes B.
16. Q. Kt. to B. fourth
17. K. R. P. one
18. Q. R. to Q. second
19. Q. R. to Q. fifth
20. K. R. P. one
21. Q. B. takes Kt.
22. Q. to her third
23. Q. takes Kt.
24. K. Kt. to K. Kt. fifth
25. K. R. P. one
26. Q. Kt. takes B.
27. Q. to her fourth
28. Q. to K. B. sixth
29. K. to his second
30. K. P. one
31. K. to B. square
32. K. takes R.
33. K. to Kt. second
34. K. to R. third
35. Kt. to K. B. third
36. K. to R. fourth
37. K. to Kt. fifth
38. Q. to K. R. eighth (check)
39. Q. to K. B. sixth (check)
40. Q. to R. eighth (check)
41. K. P. one (check)
42. Q. to K. Kt. seventh (check)
43. Q. to K. B. eighth (check)
44. Q. takes K. B. P. (check)
45. Q. to K. B. seventh (check)
46. Q. to K. Kt. eighth (check)
47. Q. takes K. R. P.
48. K. to R. fourth

Black. (Mr. M'D.)

4. Q. P. one
5. K. Kt. to B. third
6. B. to Q. Kt. third
7. Q. R. P. one
8. Q. Kt. to K. second
9. Q. Kt. to K. Kt. third
10. Q. B. to K. third
11. Castles
12. Q. P. one
13. Q. P. takes P.*
14. B. takes B.
15. K. Kt. to Q. second
16. K. R. to K. square
17. Kt. to Q. B. fourth
18. Q. to Q. B. square
19. Kt. takes Q. R. P.
20. Kt. to K. B. fifth
21. Kt. takes Q. B. P. (a)
22. Kt. takes Q. R.
23. P. takes B.
24. K. R. to K. second
25. K. Kt. P. one
26. P. takes Kt.
27. Q. to K. B. square
28. K. R. to Q. second
29. Q. R. to Q. square
30. K. R. to Q. seventh (check)
31. K. R. takes K. B. P. (check) (b)
32. Q. to her B. fourth (check)
33. R. to Q. seventh (check)
34. Q. to K. sixth (check)
35. Q. takes Kt. (check)
36. Q. takes R. (check)
37. K. to B. square (c)
38. K. to his second
39. K. to his square
40. K. to Q. second
41. P. takes P.
42. K. to Q. third
43. K. to Q. B. second
44. R. to Q. third
45. K. to Q. B. square
46. R. to Q. square
47. Q. to her fourth (check)
48. Q. to K. R. eighth (check)

<i>White.</i> (M. DE LA B.)	<i>Black.</i> (Mr. M'D.)
49. K. to Kt. fifth	49. R. to Q. fourth (check)
50. K. to B. sixth	50. Q. to K. B. sixth (check)
51. K. takes K. Kt. P.	51. Q. to K. fifth (check)

WHITE ABANDONED THE GAME.

Notes to Game CCXXII.

- (a) Very well played.
 (b) A masterly move.
 (c) The following mode of play would have been safer:—

<i>White.</i>	<i>Black.</i>
39. K. takes Q.	38. Q. takes R. P. (check)
40. K. to his Kt. fifth	39. R. to K. R. seventh (check)
41. K. takes P. at his B. fourth	40. K. R. P. one (check)
42. K. where he can	41. R. to K. B. seventh (check)
43. P. takes R.	42. R. takes Q.
	43. Q. R. P. one, winning easily.

ELEMENTARY LESSONS.

METHOD OF WINNING WITH A QUEEN AGAINST TWO KNIGHTS.

It is rather difficult to win with a Queen against two Knights. If the Knights support each other, it will be necessary to force one of them to move, either by preventing the King from moving, or by threatening him with an immediate checkmate; when you have forced him to move one of the Knights, you will find it easy, by a divergent check, to win one of them. Be very careful in playing your King and Queen, that he may not check them both at the same time; this is easily prevented by moving them on different coloured squares. In two situations which I shall show you, the Knights draw the game against the Queen.

FIRST SITUATION.

<i>White.</i>	<i>Black.</i>
K. at K. R.'s second	K. at adv. Q.'s fourth
Q. at adv. Q. R.'s square	K. Kt. at K.'s fourth
	Q. Kt. at adv. Q. B.'s fourth

WHITE TO MOVE.

<i>White.</i>	<i>Black.</i>
1. K. to K. Kt.'s third	1. K. to adv. Q.'s third
2. Q. to adv. Q.'s fourth, and checks	2. K. to adv. Q. B.'s third

White.

3. K. to K. B.'s fourth
4. K. to K. B.'s third
5. K. to his fourth
6. K. to Q.'s fourth
7. Q. to adv. Q. Kt.'s second, and checks
8. K. to adv. Q. B.'s fourth
9. Q. to Q. Kt.'s fourth, and checks
10. K. to adv. Q.'s fourth
11. Q. to Q. Kt.'s third

Black.

3. K. Kt. to adv. Q.'s third, and checks
4. K. Kt. to K.'s fourth, and checks
5. K. to adv. Q. Kt.'s third
6. If he play K. to adv. Q. R.'s fourth, you should play K. to Q. B.'s third, which would force him to move one of the Knights, for if he were to play the King to adv. Q. R.'s third, you would checkmate him with the Queen at adv. Q. R.'s sq., therefore,
K. to adv. Q. Kt.'s fourth, or (A) (B)
7. K. to adv. Q. R.'s fourth
8. K. to adv. Q. R.'s third
9. K. to adv. Q. R.'s second
10. K. to adv. Q. R.'s square
11. Is now compelled to move one of the Knights: if he check your King with Q. Kt., you will take the K. Kt.; and if he attack your Q. with Q. Kt., you will win the other by checking at your Q. B.'s third.

(A)

7. Q. to adv. Q. Kt.'s second, and checks

6. K. to adv. Q. Kt.'s second
7. If he play K. to adv. Q. R.'s square, you should play Q. to Q. Kt.'s third. If he play K. to adv. Q. R.'s second or third, you should play K. to Q. B.'s third. If he play K. to adv. Q. B.'s second, you should play Q. to adv. Q. Kt.'s fourth, see Var. (B). But if he play K. to adv. Q. B.'s square

White.

8. Q. to K. Kt.'s second
9. Q. to K. B.'s second
10. K. to Q. B.'s third
11. Q. to Q. B.'s second, and checks
12. K. to Q.'s fourth, and win one of the Knights.

Black.

8. If he play K. to adv. Q. Kt.'s square, you should move your King to Q. B.'s third. But if he play K. to adv. Q.'s square
9. K. to adv. Q. B.'s square
10. K. to adv. Q. Kt.'s square
11. K. to adv. Q. R.'s square

(B)

7. Q. to adv. Q. Kt.'s fourth
8. Q. to Q. Kt.'s third
9. Q. to K. Kt.'s third
10. Q. to K. B.'s second, and checks
11. K. to Q. B.'s third
12. Q. to Q. B.'s second, checks, and then plays K. to Q.'s fourth, as before.

6. K. to adv. Q. B.'s second
7. K. to adv. Q.'s second
8. If he check with K. Kt. at Q. B.'s third, you must not take the Q. Kt., because he would check King and Queen at Q. R.'s fourth; you ought to play K. to his fourth, and afterwards to adv. Q.'s fourth; but should he play
- K. to adv. K.'s second
9. K. to adv. Q.'s second
10. If he play K. to adv. Q.'s sq., you should play K. to Q. B.'s third, therefore,
- K. to Q. B.'s square
11. K. to adv. Q. Kt.'s square

SECOND SITUATION.

White.

- K. at K. R.'s square
- Q. at her square

Black.

- K. at adv. K.'s fourth
- K. Kt. at adv. K. R.'s fourth
- Q. Kt. at adv. K. B.'s third

THIRD SITUATION.

White.

- K. at Q. R.'s square
- Q. at adv. K. R.'s square

Black.

- K. at adv. Q. B.'s fourth
- Kt. at adv. Q.'s third
- Kt. at adv. Q. Kt.'s fourth

In these situations the game is drawn, because your King is prevented by the Knights from assisting the Queen to force one of the Knights to move. The Black must keep his King near the Knights, and avoid playing to the side of the board, that the Queen alone may not be able to prevent his moving, and consequently compel him to move one of the Knights.

PROBLEMS FOR YOUNG PLAYERS.

By Mr. J—— B——N.

No. 63.

White.

K. at Q. Kt.'s square
 R. at K. B.'s seventh
 B. at Q. Kt.'s second
 Kt. at K.'s fifth
 Pawns at Q. Kt.'s third, Q.'s sixth,
 and K.'s seventh

Black.

K. at his Kt.'s square
 R. at K.'s square
 B. at K.'s third
 Kt. at K.'s sixth
 Pawns at K. R.'s second, and K.
 Kt.'s third

White to play, and mate in three moves.

No. 64.

White.

K. at his square
 R. at K.'s fourth
 Pawns at K.'s sixth, and Q.'s fifth

Black.

K. at his square

White to move, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 61.

Black.

1. Q. to K. R.'s fifth (check)
2. Q. Kt. P. one (check) MATE.

White.

1. P. takes Q.

No. 62.

White.

1. K. B. to Q. Kt.'s fifth (check)
2. Q. B. P. one
3. Q. to K. B.'s fourth (check)
4. K. P. one
5. K. P. one
6. Q. B. to K.'s fifth
7. K. P. one (check) MATE.

Black.

1. K. to his B.'s square
2. Q. P. one
3. P. takes Q.
4. Q. P. takes P., or advances
5. P. one
6. P. one

SCIENTIFIC STRATAGEMS
 SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 81.

By ERCOLE DEL RIO.

White.

K. at Q. R.'s square
 Q. at K. B.'s sixth
 R. at Q.'s square
 B. at K. Kt.'s sixth
 Pawns at Q. B.'s third, Q. Kt.'s
 third, and Q. R.'s fourth

Black.

K. at Q. Kt.'s square
 Q. at K. R.'s seventh
 R. at K. R.'s square
 B. at Q. B.'s third
 Kt. at K.'s square
 Pawns at Q. B.'s second, Q. Kt.'s
 third, and Q. R.'s second

White to win in six moves.

No. 82.

By the Rev. H. BOLTON.

White.

K. at his R.'s square
 Q. at her square
 R. at K. B.'s third
 B. at Q. B.'s second
 Kt. at Q.'s seventh
 Pawns at K. Kt.'s third, and K.
 B.'s second

Black.

K. at his R.'s fourth
 R. at K. R.'s second
 R. at Q. Kt.'s eighth
 B. at K. Kt.'s fourth
 Kt. at K. Kt.'s second
 Kt. at Q. B.'s sixth
 Pawns at K. R.'s third, Q. Kt.'s
 fifth, and Q. R.'s sixth

White to win in seven moves.

No. 83.

By the same.

White.

K. at his R.'s second
 Q. at her B.'s square
 B. at K. Kt.'s second
 Kt. at K.'s third
 Kt. at Q. Kt.'s eighth
 Pawns at K. R.'s fourth, K. Kt.'s
 third, K. B.'s third, K.'s fifth,
 and Q.'s fourth

Black.

K. at his third
 Q. at her Kt.'s sixth
 R. at K. B.'s square
 B. at Q. Kt.'s second
 B. at Q. R.'s second
 Kt. at K. Kt.'s third
 Pawns at K. R.'s second, K. Kt.'s
 second, K. B.'s second, and Q.'s
 fourth

White to win in seven moves.

No. 84.

By Mr. LEWIS.

<i>White.</i>	<i>Black.</i>
K. at Q. Kt.'s square	K. at Q. Kt.'s square
R. at Q.'s sixth	R. at Q. B.'s fifth
Kt. at K.'s fourth	B. at K.'s sixth
Pawns at K. R.'s second, K. Kt.'s third, Q. B.'s third, and Q. R.'s second	Pawns at K. Kt.'s third, K.'s fourth, Q. Kt.'s second, and Q. R.'s second

White to win.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 70.

<i>White.</i>	<i>Black.</i>
1. R. to K. R.'s fifth (check)	1. K. to Q. Kt.'s third
2. Kt. to Q. B.'s fourth (check)	2. K. to Q. R.'s third
3. Q. to K. B.'s square	3. P. one
4. Q. to Q. R.'s square	4. P. one
5. Q. to Q. B.'s square	5. P. one
6. Q. to Q. R.'s third (check)	6. P. takes Q.
7. Q. Kt. P. one	7. P. one, becoming a Queen
8. Q. Kt. P. one (check) MATE.	

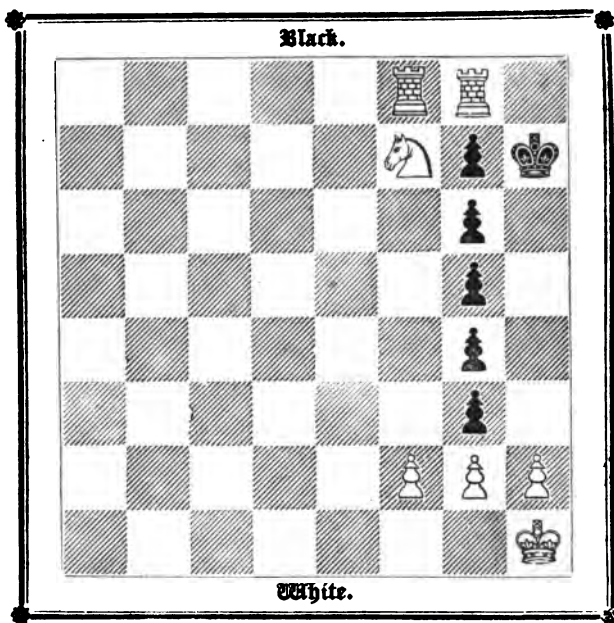
No. 71.

<i>White.</i>	<i>Black.</i>
1. K. to his B.'s fifth (discov. ch.)	1. K. to his second
2. Q. to K. B.'s seventh (check)	2. K. to Q.'s third
3. Q. to Q. B.'s seventh (check)	3. Kt. takes Q.
4. B. to Q. Kt.'s fourth	4. K. to Q.'s fourth
5. P. checks	5. K. to Q.'s fifth
6. Kt. to Q. B.'s second (check) MATE.	

PROBLEM, No. 72.

From Mr. LEWIS's unpublished MSS.

White to win with K. R.'s P. or K. B.'s P. in six Moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"G. C., ARMAGH."—We are sorry to hear of the difficulty experienced in obtaining the "CHESS PLAYER'S CHRONICLE" regularly: the fault is entirely on the side of our correspondent's booksellers. The lively game between the Secretary and Treasurer of the Armagh Chess Club shall appear shortly.

"A MEMBER OF THE EDINBURGH CHESS CLUB."—Messrs. Donaldson, Edinburgh; Mathews, Hereford; Mongredieu, Morrison, Liverpool; Newham, Nottingham; Williams, Withers, Bristol; Wilson, Isle of Wight.

"R. A. B."—Problems of the description mentioned would be very acceptable.

"PRON."—The piece must be placed on its proper square, and the game re-commenced.

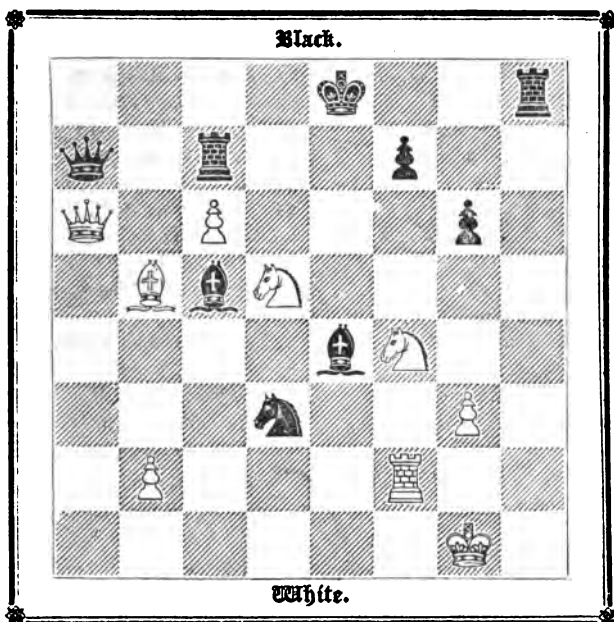
"B. B."—The list of contributors to our Magazine comprises the names of almost every Chess Player of note in the kingdom.

"YOUNG PLAYER."—Mr. Lewis's New Edition of "THE FIRST SERIES OF CHESS LESSONS" is NOW READY.

PROBLEM, No. 74.

By an AMATEUR.

White, playing first, to mate in four Moves.



GAME CCXXIII.

Well played Game, between Messrs. B—N and ST—N; the latter giving "the Pawn and two Moves."

(White's K. B.'s P. must be taken from the board.)

Black. (Mr. B—N.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. P. one
5. Q. B. P. two
6. K. B. P. two
7. Q. B. P. takes P.
8. Q. to Q. B. second
9. K. R. P. one
10. K. Kt. P. two
11. Q. Kt. to B. third
12. Q. R. P. two

White. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. Q. P. one
5. K. Kt. to B. third
6. K. P. takes Q. P.
7. Q. B. to K. Kt. fifth
8. Q. Kt. to Q. second
9. Q. B. to R. fourth
10. Q. B. to K. B. second
11. Q. R. P. one
12. Q. R. to Q. B. square

<i>Black.</i> (Mr. B—N.)	<i>White.</i> (Mr. ST—N.)
13. Q. Kt. P. one	13. K. B. to K. second
14. K. Kt. to B. third	14. Castles
15. Q. B. to K. third	15. Q. to her R. fourth
16. K. to his second	16. Q. to Q. B. second
17. K. Kt. to K. Kt. fifth	17. Q. Kt. to Q. Kt. third
18. K. P. one	18. Q. P. takes P.
19. B. takes K. R. P. (check)	19. K. to his R. square
20. Kt. takes B. (check)	20. K. R. takes Kt.
21. K. B. to K. Kt. sixth	21. K. R. to B. square
22. Q. to K. B. fifth	22. B. to Q. third
23. Q. R. P. one	23. Q. Kt. to Q. second
24. Q. to K. Kt. fifth	24. P. takes K. B. P.
25. Q. to K. R. fourth (check)	25. K. to Kt. square
26. K. Kt. P. one	26. P. takes B.
27. Kt. to K. fourth	27. Q. Kt. to K. fourth (a)
28. K. Kt. P. takes Kt. (b)	28. Kt. takes B.
29. Q. to K. Kt. fourth	29. Kt. to B. fifth (check)
30. K. to K. B. third	30. B. to K. fourth
31. K. R. to K. Kt. square	31. B. takes K. B. P.
32. Q. P. one	32. Q. to her B. third
33. Q. P. one	33. Q. R. to Q. square
34. Q. R. to K. B. square	34. B. to Q. fifth

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED.

Notes to Game CCXXIII.

(a) This move at once relieves White from a most embarrassing attack, and gains him the advantage of a clear piece.

(b) Had Black taken this Knight with his Knight, checking, White would have taken the Knight with K. Kt.'s P., bringing his Queen to bear upon the threatened K. R.'s second square.

GAME CCXXIV.

Between the same Players; White giving "the Pawn and two Moves."

(White's K. B.'s P. must be taken from the board.)

<i>Black.</i> (Mr. B—N.)	<i>White.</i> (Mr. ST—N.)
1. K. P. two	1.
2. Q. P. two	2. K. P. one
3. K. B. to Q. third	3. Q. B. P. two
4. Q. P. one	4. Q. P. one
5. Q. B. P. two	5. K. Kt. to B. third
6. K. B. P. two	6. K. P. one
7. K. B. P. one	7. K. Kt. P. one
8. K. Kt. P. two	8. P. takes P.

Black. (Mr. B—N.)

9. Kt. P. takes P.
10. Q. B. to K. Kt.'s fifth
11. K. R. P. two
12. K. Kt. to B. third
13. Q. to her second
14. Q. Kt. to B. third
15. K. to his second
16. Q. R. P. one
17. Q. R. to K. Kt. square
18. K. Kt. to R. second
19. B. takes Kt.
20. Q. R. to K. Kt. sixth
21. R. takes B.
22. Q. to K. Kt. fifth (check)
23. Q. to Kt. sixth (check)
24. Q. to Kt. seventh (check)
25. Q. takes R. (check)

White. (Mr. St—N.)

9. K. R. P. two
10. K. B. to Kt. second
11. Q. Kt. to R. third
12. K. B. to R. third
13. K. B. to Kt. second
14. Q. to her R. fourth
15. K. Kt. to his fifth
16. Q. B. to Q. second
17. Q. Kt. to B. second
18. K. Kt. to B. third
19. B. takes B.
20. K. to his second
21. K. takes R.
22. K. to his B. second
23. K. to his second
24. K. to Q. square

AND WHITE RESIGNED.

GAME CCXXV.

By Messrs. St—N and S—Y; the former giving "the Pawn and two Moves."

(Take White's K. B.'s P. from the board.)

Black. (Mr. S—Y.)

1. K. P. two
2. Q. P. two
3. Q. P. one
4. K. B. P. two
5. K. Kt. to B. third
6. K. B. to Q. third
7. Q. Kt. to Q. B. third
8. Q. R. P. one
9. K. R. P. two
10. Q. Kt. P. two
11. Q. P. to Q. sixth
12. K. Kt. to Kt. fifth
13. K. Kt. to R. third
14. K. Kt. P. one
15. Q. to K. Kt. fourth
16. Q. B. to Q. Kt. second (a)
17. K. P. one
18. K. B. P. takes Kt.
19. Q. to K. R. fifth (check)

White. (Mr. St—N.)

- 1.
2. Q. Kt. to B. third
3. Kt. to K. fourth
4. Kt. to K. B. second
5. K. P. one
6. K. B. to Q. B. fourth
7. Q. R. P. one
8. K. Kt. to K. second
9. Q. B. P. one
10. K. B. to Q. R. second
11. Kt. takes Q. P.
12. K. R. P. one
13. K. Kt. to his third
14. Q. Kt. to K. B. second
15. Q. to K. B. third
16. K. B. to Q. fifth
17. K. Kt. takes P.
18. Q. Kt. takes P.
19. K. Kt. P. one

<i>Black.</i> (Mr. S—Y.)	<i>White.</i> (Mr. St—N.)
20. Q. Kt. to K. fourth	20. Q. to K. second
21. Q. Kt. to Q. sixth (check) (<i>b</i>)	21. Q. takes Kt. (<i>c</i>)
22. K. B. takes P. (check)	22. K. to Q. square
23. Castles on Q. side	23. Q. B. P. one
24. B. takes B.	24. Q. B. P. takes B.
25. K. R. to K. square	25. Kt. to Q. B. third
26. Q. to K. B. third (<i>d</i>)	26. R. to K. B. square
27. Q. to Q. Kt. third	27. Q. Kt. P. two
28. Kt. to K. B. fourth	28. Q. R. P. one (<i>e</i>)
29. B. to K. fourth	29. Q. R. P. takes P.
30. B. takes Kt.	30. Q. R. takes P. (<i>f</i>)
31. Q. to Q. Kt. second	31. K. R. takes Kt.
32. K. Kt. P. takes R.	32. Q. takes B.
33. R. takes Q. P.	33. Q. to Q. B. sixth
34. Q. takes Q.	34. P. takes Q.
35. K. to Q. Kt. square	35. Q. P. two
36. K. B. P. one	36. R. to Q. R. third
37. K. B. P. one	37. R. to Q. R. second
38. R. to K. Kt. square	38. R. to K. B. second
39. R. to K. Kt. eighth (check)	39. K. to Q. second
40. R. to Kt. seventh	40. K. to his square
41. Q. R. to K. Kt. fourth	

AND, AFTER SEVERAL MOVES, WHITE ABANDONED THE GAME.

Notes to Game CCXXV.

(*a*) This situation is one of much complication and difficulty. We believe Black's move, of Bishop to Knight's second, to be better than advancing the King's Pawn on the adverse Queen.

(*b*) Very well played.

(*c*) Had White moved King to Queen's square, his opponent could have taken Bishop with Bishop; and if White had then ventured to capture the Queen, he could have been mated next move.

(*d*) We should have preferred playing the Knight to his fifth square.

(*e*) In parts of this game great carelessness is exhibited by both players. By advancing King's Pawn, White Knight might here have gained a piece.

(*f*) This ill considered move costs White the game.

GAME CCXXVI.

Between the same Opponents; Mr. ST—N giving “the Pawn and two Moves.”

(Remove White's K. B.'s P. from the board.)

Black. (Mr. S—Y.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. K. P. one
5. Q. B. P. one
6. K. Kt. to B. third
7. P. takes P.
8. Kt. to Q. B. third
9. Q. B. to K. Kt. fifth
10. Castles
11. P. takes B.
12. Q. P. takes P.
13. Q. B. to K. B. sixth
14. Q. to her second
15. Q. to K. R. sixth
16. K. P. takes Kt. (a)
17. K. R. P. two
18. Kt. to his fifth
19. B. to K. second
20. Q. takes Q.
21. Q. R. to Q. square
22. Kt. takes Kt.
23. Q. R. to Q. eighth
24. B. to Q. B. fourth
25. K. Kt. P. two
26. B. takes P. (b)
27. K. R. checks
28. K. R. to K. eighth
29. K. B. P. two

White. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. K. Kt. P. one
5. Q. Kt. to B. third
6. P. takes P.
7. K. B. checks
8. K. Kt. to K. second
9. Q. P. one
10. B. takes Q. Kt.
11. Q. P. takes P.
12. Castles
13. Q. to her R. fourth
14. Kt. to Q. fourth
15. Kt. takes Q. B.
16. R. takes P.
17. Kt. to K. fourth
18. Q. to her B. second
19. Q. to K. Kt. second
20. K. takes Q.
21. Kt. to K. B. second
22. R. takes Kt.
23. Q. R. P. two
24. K. to his B. third
25. R. to Q. B. second
26. K. takes B.
27. K. to his B. second
28. Q. Kt. P. one (c)

AFTER A FEW MORE MOVES, THE GAME WAS DECLARED DRAWN.

Notes to Game CCXXVI.

(a) Black would have played ill, if, instead of this move, he had taken the adverse K. Kt.'s Pawn with his Bishop.

(b) We should have recommended Black to play his Bishop to Q. Kt.'s fifth.

(c) White might have taken the Q. B.'s P. with safety.

GAME CCXXVII.

Between Mr. C——s and another distinguished Metropolitan Amateur.

<i>Black.</i> (Mr. —.)	<i>White.</i> (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. Kt. to B. third
5. Q. P. two	5. P. takes P.
6. K. P. one	6. Kt. to K. fourth
7. P. takes P.	7. K. B. checks
8. Q. B. to Q. second	8. B. takes B. (check)
9. Q. Kt. takes B.	9. Kt. takes Kt.
10. Q. takes Kt.	10. Q. P. two
11. P. takes P. <i>en passant</i>	11. Q. takes P.
12. Castles	12. Castles
13. K. R. P. one	13. Q. B. to K. B. fourth
14. Q. R. P. one	14. Q. R. P. one
15. Q. R. to Q. square	15. K. R. P. one
16. K. R. to K. square	16. Q. R. to Q. square
17. Q. P. one	17. Q. to K. B. third
18. Q. to K. B. fourth	18. Kt. to Q. R. fourth
19. Q. takes Q. B. P.	19. Kt. takes B.
20. Q. takes Kt.	20. Q. takes Q. Kt. P.
21. R. to K. seventh	21. B. to Q. second
22. Kt. to K. R. fourth	22. Q. takes Q. R. P.
23. Q. P. one	23. Q. to her R. fifth
24. Q. takes Q.	24. B. takes Q.
25. Q. R. to Q. fourth	25. B. to Q. B. third
26. Q. P. one	26. Q. R. P. one
27. Kt. to K. B. fifth	27. Q. R. P. one
28. K. R. to K. third	28. R. takes Q. P.
29. Kt. to K. seventh (check)	29. R. takes Kt.
30. R. takes R.	30. Q. R. P. one
31. K. R. to K. second	31. K. B. P. one
32. K. R. to Q. R. second	32. R. to Q. R. square
33. K. to B. square	33. Q. Kt. P. two
34. K. B. P. one	34. B. to K. square
35. R. to Q. Kt. fourth	35. B. to K. B. second

AND WHITE ULTIMATELY WON THE GAME.

GAME CCXXVIII.

Game, played in the Armagh Chess Saloon, between the Secretary and Treasurer of the Chess Club in that City.

White. (SECRETARY)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Q. P. two
6. Q. takes P.
7. K. P. one
8. B. to Q. fifth
9. Castles
10. K. B. takes K. B. P. (check)
11. Q. takes gambit P. (check)
12. Q. to K. Kt. fifth
13. Q. to B. sixth (check)
14. K. P. one
15. Q. takes K. B. (MATE).

Black. (TREASURER.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. P. takes Kt.
6. Q. to K. B. third
7. Q. to Q. B. third (*a*)
8. Q. takes Q. B. P.
9. K. Kt. to K. second
10. K. takes B.
11. K. Kt. to B. fourth
12. Q. P. two
13. K. to Kt. square
14. K. Kt. to K. R. third

Note to Game CCXXVIII.

(*a*) This and the preceding move are not the best to be adopted by the defending player at this stage of the present variation on the "Muzio" Gambit.

GAME CCXXIX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 30th.)

Black. (Mr. M'D.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. two (*a*)
4. K. P. one
5. Q. to K. second
6. K. Kt. to B. third
7. Q. B. P. one
8. Q. B. P. takes P.
9. K. B. to Q. Kt. fifth
10. Q. Kt. to B. third
11. K. R. P. one
12. Q. takes B.
13. B. takes Kt.
14. Q. takes K. B. P.

White. (M. DE LA B.)

1. K. P. two
2. K. Kt. to B. third
3. P. takes P. (*b*)
4. Q. to K. second
5. K. Kt. to his square
6. Q. Kt. to B. third
7. Q. P. one
8. Q. B. to K. Kt. fifth
9. Q. P. one
10. Q. to K. third
11. Q. B. takes Kt.
12. Castles
13. Q. takes B.
14. B. to Q. Kt. fifth

Black. (Mr. M'D.)

15. Q. B. to Q. second
16. Castles on K.'s side
17. Q. to K. R. fifth
18. Q. R. P. one
19. B. takes B.
20. Q. to her square
21. Q. R. to Q. B. square
22. K. B. P. two
23. K. R. to B. third
24. Q. to K. square
25. Q. to her second
26. Q. to her third
27. B. to Q. second
28. Q. Kt. P. two
29. B. to his third
30. Q. R. P. one
31. Q. Kt. P. one
32. K. B. P. one
33. K. R. P. takes P.
34. Q. R. to Q. B. second
35. R. takes P.
36. R. takes R.
37. Q. R. P. one (e)
38. Q. B. to Q. second
39. Q. to K. B. square
40. K. B. P. one
41. K. B. P. one
42. K. P. one
43. Q. to K. B. third
44. K. to his B. second
45. K. to his second
46. K. P. one
47. Q. to her third
48. K. to Q. square

White. (M. DE LA B.)

15. Kt. to K. second
16. Q. R. to K. B. square
17. Kt. to K. B. fourth
18. B. takes Kt.
19. K. Kt. P. one
20. K. R. P. two
21. Q. to K. third
22. K. R. P. one (c)
23. Q. R. to K. Kt. square
24. K. to Kt. square
25. K. R. to his second
26. K. R. to K. Kt. second
27. Q. R. P. one
28. Q. to Q. Kt. third
29. Kt. to his sixth
30. Kt. to K. fifth
31. K. Kt. P. one
32. K. Kt. P. one
33. R. takes P.
34. K. R. P. one (d)
35. R. to K. Kt. sixth
36. R. takes R.
37. Q. to K. R. third
38. Q. to K. R. sixth
39. R. to K. Kt. square
40. Q. to K. R. fourth
41. R. to K. B. square
42. Kt. to his sixth
43. Q. to R. eighth (check)
44. Kt. to K. fifth (check)
45. Q. to Q. Kt. eighth
46. Q. takes Q. Kt. P. (check)
47. Kt. to his sixth (check)

WHITE RESIGNED.

Notes to Game CCXXIX.

- (a) King's Knight to Bishop's third would also have been a good move.
- (b) Badly played: he should have moved his Q. B.'s P. one square.
- (c) White might have gained "the exchange" by playing his Knight to King's sixth.
- (d) Kt. to K. Kt.'s fourth would probably have been better play.
- (e) An ingenious move: had White taken the Queen, and afterwards the Bishop, with his Rook, he could not have prevented his opponent "Queening" the King's Bishop's Pawn.

PROBLEMS FOR YOUNG PLAYERS.

No. 65.

By Mr. J—— B——N.

<i>White.</i>	<i>Black.</i>
K. at his Kt.'s third	K. at his R.'s square
Q. at her B.'s sixth	R. at Q.'s eighth
B. at K.'s fourth	B. at Q. Kt.'s sixth
Pawns at K. Kt.'s second, and K. B.'s third	Pawns at K. R.'s second, K. Kt.'s second, Q.'s third, and Q. B.'s seventh

White to move, and mate in three moves.

No. 66.

By the same.

<i>White.</i>	<i>Black.</i>
K. at Q. Kt.'s square	K. at Q. R.'s third
Q. at her B.'s third	Q. at K. R.'s seventh
R. at K. Kt.'s sixth	R. at K.'s seventh
Kt. at Q. Kt.'s third	B. at Q. Kt.'s fourth
Pawns at Q. Kt.'s second, and Q. R.'s third	Kt. at Q.'s third
	Pawns at Q. Kt.'s third, and Q. R.'s second

White to play, and mate in three moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 63.

<i>White.</i>	<i>Black.</i>
1. R. to K. Kt.'s seventh (check)	1. K. takes R., or (A)
2. Kt. to K. Kt.'s fourth (check)	2. K. to B.'s second
3. Kt. to K. R.'s sixth (ch.) MATE.	

(A)

<i>White.</i>	<i>Black.</i>
1. R. to K. Kt.'s seventh (check)	1. K. to his R.'s square
2. Kt. to K. B.'s seventh (check)	2. B. takes Kt.
3. R. takes Kt.'s P. (discov. ch.) MATE.	

No. 64.

White.

1. Q. P. one
2. R. to K. Kt.'s fourth
3. R. to K. Kt.'s eighth (check)

MATE.

Black.

1. K. to B.'s square (best)
2. K. to his square

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 85.

By PONZIANI.

White.

K. at his B.'s fourth
 Kt. at Q.'s third
 Pawn at K. Kt.'s third

Black.

K. at his Kt.'s third
 Pawns at K. R.'s fourth, K. Kt.'s
 fifth, K. B.'s fourth, and Q. B.'s
 fourth

White to win.

No. 86.

By the same Author.

White.

K. at his R.'s fourth
 Q. at K. Kt.'s fifth
 B. at Q. B.'s square
 Pawns at K. Kt.'s second, and K.
 B.'s fifth

Black.

K. at his R.'s square
 Q. at her B.'s square
 B. at Q. B.'s third
 Pawns at K. R.'s second, K. Kt.'s
 second, K. B.'s second, Q. B.'s
 fourth, Q. Kt.'s fourth, Q. R.'s
 third

White to win.

No. 87.

By Mr. LEWIS.

White.

K. at Q. B.'s third
 B. at K.'s seventh
 Pawns at K. R.'s sixth, K.'s third,
 and Q.'s fourth

Black.

K. at Q. R.'s fifth
 Kt. at K.'s square
 Pawns at K. R.'s second, K.'s fifth,
 Q.'s fourth, and Q. Kt.'s sixth

White to move and draw, or Black to move and win.

No. 88.

By the Rev. H. BOLTON.

White.

K. at his Kt.'s third
 Q. at K. B.'s fourth
 R. at K. B.'s square
 B. at K. B.'s second
 Pawns at K. R.'s second, K. Kt.'s
 fourth, and K.'s fifth

Black.

K. at his Kt.'s second
 Q. at her Kt.'s seventh
 B. at Q.'s sixth
 Kt. at Q. R.'s third
 Pawns at K. R.'s second, K. Kt.'s
 third, K. B.'s second, Q.'s fourth,
 Q. B.'s seventh, and Q. Kt.'s
 third

White to win in four moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 72.

White.

1. Kt. to K. Kt.'s third (check)
2. B. to K.'s seventh
3. B. to K. B.'s sixth; and, move
how he can, Black must be
mated by the Kt. next move.

Black.

1. K. to Kt.'s fourth
2. K. to B.'s fifth

No. 73.

White.

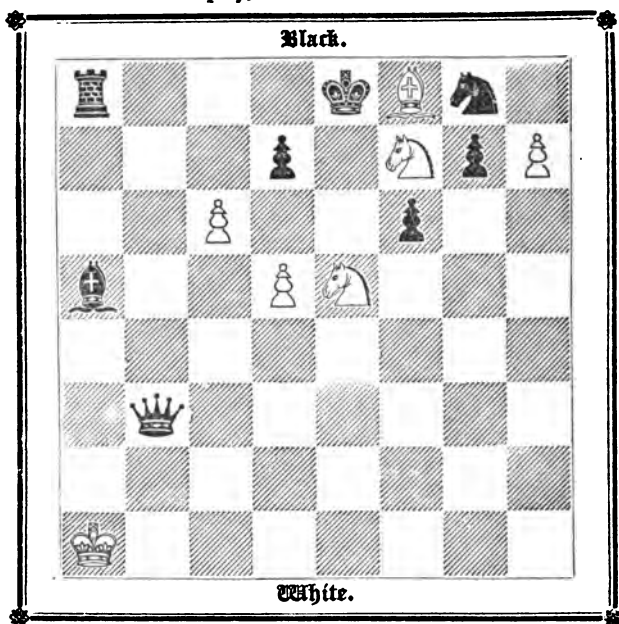
1. K. to Kt.'s square
2. K. is moved behind the Black P.
3. R.'s P. or B.'s P. one
4. Kt. to K. Kt.'s fifth (check)
5. R. checks
6. P. MATES.

Black.

1. P. takes one of the Pawns
2. P. to K. Kt.'s sixth
3. P. to K. Kt.'s fifth
4. K. to his R.'s third
5. K. takes Kt.

PROBLEM, No. 75. — By M. D'ORVILLE.*

White to play, and mate in three Moves.



NOTICES TO CORRESPONDENTS.

"C. F." and "C. H., CARLOW."—We have had time to examine but one of the four games received, and purpose giving that an early place in our "CHRONICLE." Will either of our correspondents favour us with lists of members belonging to the Dublin Chess Clubs?

"M. G. B."—"The Chaturanga, or Game of Chess," by Mrs. Colonel Hartley, has not reached us.

"L. S."—*Le Palamède*, the new French Chess Periodical, may be procured, in monthly numbers, of our Publishers.

"SUBSCRIBER."—Next week, if possible.

"C. R. L.—E"—will perceive we have availed ourselves of his ingenious stratagem.

"S. P."—The ancient Chess-men alluded to, which were discovered some years since, in the Isle of Lewis, may be seen in the Collection of Antiquities at the British Museum: they will be found in CASE IV. EIGHTH ROOM.

"S. C."—"The incomparable Game of Chess, translated from the Italian of Dr. Ercole del Rio. Lond. 1820." A copy of this work, which is a translation of a third edition of Ponziani, our correspondent may, doubtless, obtain of Mr. Goode, at his Chess Rooms, Ludgate Hill.

* From *Le Palamède*.

LIVERPOOL CHESS CLUB.

THE Anniversary Dinner of the Members of the Liverpool Chess Club took place on Saturday evening, the 15th instant, at the Clayton Arms Hotel, where between forty and fifty gentlemen sat down to a very excellent dinner. The chair was most ably filled by Mr. A. Mongredien, and Dr. Morrison made a very efficient Vice President. The cloth was drawn shortly after eight o'clock, and the period intervening between that hour and midnight was delightfully occupied with an alternation of speech, song, toast, and sentiment. No professional singers were present; but it was found that the vocal resources of the Club were amply sufficient for the entertainment of the company, and that many of the members, as the Chairman truly observed, were possessed of as much musical ability as others had exhibited in the noble and delightful game which had called and united them together. A more agreeable evening has rarely been spent at the festive board.

The first toast of the evening was "The Queen," which was received with loud applause, and the national anthem was afterwards sung, the company joining in the chorus.

The CHAIRMAN said that the next toast he had to propose was essentially, after all, *the* toast of the evening—he meant their usual, standing toast, "Prosperity and permanence to the Liverpool Chess Club." (Cheers.) They had already met on several festive occasions similar to the present, and drunk the same toast, and he was happy to say that it appeared to have been drunk to some effect; for, since the first anniversary dinner of the Club that he remembered having attended, their numbers had very much increased, and their prosperity had been considerably promoted. (Applause.) In the few observations which he had to make, he of course should not enter into the old and trite remarks which the cultivation of Chess presented. These were topics which had frequently been dilated upon, and on which every man had sufficiently made up his mind; but, as regarded the matter more immediately before them, the prosperity and permanence of the Club, he might venture to say that an indication of the one and an earnest of the other were to be found in the numerous assemblage of that evening. He might say that they had taken their stand amongst the Chess Clubs of the country; for they had a greater number of members than any other Club out of London, and it was only of late that even the metropolis itself could vie with them in this respect. The London Chess Club was a very old and respectable Club; but, though its numbers were not considerable, it boasted eminent and first-rate talent. He had done himself the honour and pleasure of inviting several of those gentlemen to be present that evening, and, being personally intimate with many of them, he was sure that they would have attended if they had been able.—Letters of apology for non-compliance with the Chairman's invitation, were read from Mr. Lewis, Mr. George Perigal, honorary secretary of the London Chess Club, Mr. Staunton, Mr. George Walker, honorary secretary of St. George's Chess Club, and Mr. James Donaldson, of Edinburgh. Some of the gentlemen promised to pay a visit to Liverpool when their engagements would permit them to do so. The Chairman then went on to remark that the most important feature connected with the history of the Liverpool Club, since the last meeting, was probably their contest with the Armagh Club. One game, as perhaps all the gentlemen present were aware, had been won by them, and another

was now in progress. Although they (the Liverpool Chess Club) had a great disinclination to rush again into the awful labyrinth of a game carried on by correspondence, they, being the victors, could not refuse the challenge which was given, and they were now at the 17th move of the second game. It would be premature to offer any opinion as to the result; but they hoped that they should be again successful. A match played by correspondence was certainly a tiresome and tame affair, and in his opinion not very profitable or instructive; and he thought that a match of a very superior and novel kind, to the particulars of which he would call the attention of the Club in the course of the evening, might be elicited. The chairman concluded by repeating the toast, which was drunk standing, and with much applause.

The VICE-PRESIDENT next proposed the health of the Chairman, and spoke, not, as he observed, with the conventional courtesies of a festive meeting, but with sincerity, of the great advantages derived by the Club by having, as its President, a gentleman of such ability, urbanity, and hospitality, as Mr. Mongredien, of whom he might truly say that praise could not be carried beyond his deserts. (Very animated applause.)

The CHAIRMAN briefly replied, remarking that if he had been in any way useful to the Club, the Club had been beneficial to him, so that the advantage was reciprocal. He certainly felt so much identified with the Club, that any thing which should tend to mar or weaken it would be to him a source of very great affliction. He regretted that some of the members had not attended so frequently, nor improved themselves so much, as they might have done; but he hoped to see this amended in future, and advised all the older and better players to attend as frequently as possible, in order to countenance and assist the tyros.

The CHAIRMAN announced the next toast in a very laconic but emphatic manner—"Mr. Spreckley, our worthy Secretary." (Loud applause.) He was sure that that single word, that magic word, was quite enough to excite their enthusiasm. The indefatigable exertions of Mr. Spreckley were too well known to need repeating. The toast was drunk with musical honours.

Mr. SPRECKLEY acknowledged the compliment in a neat address, and said that the remarks which he might have thought it his duty to make on the state of the Club had been in a great measure anticipated by the Chairman. He might mention, however, that since the last annual dinner the number of members had increased from 57 to 83—that amongst the 26 new members there were many strong players, and that the play of the old members had much improved. He might cite, as an example, their President himself, who, he had no doubt, was a match for some of the best players in the metropolis. (Hear, hear.) But it was to him a matter of surprise that, with so strong an array, their Club-room should not be better attended. Whatever was the cause of this, he trusted that it was only temporary; for he looked upon it as an excellent and fortunate thing for a young man to have a knowledge of Chess. Doubts had certainly been expressed whether any positive good resulted from a knowledge of the game; but its negative advantages had never been denied. It might not be able to work a revolution in the moral character of a man, or completely to change his temper, so as to make the rash and irascible prudent and mild; but it afforded an agreeable and harmless occupation of the time that might have been spent in idleness or even in vice. In communities like this, where there were so many young men with much leisure time at their disposal, it was a good and serviceable thing to promote the playing of Chess. (Much applause.)

Mr. SPRECKLEY, after the usual intervening song had been sung, pro-

posed the health of Mr. Schwabe, a gentleman to whom they were all much indebted, for the exertions which he had made, some twelve months ago, in inspiring fresh vigour into the Club, when it was apparently on the brink of dissolution. The speaker mentioned, that he first became acquainted with Mr. Schwabe in the old Club-room, and, in opposition to those who asserted that Chess was not a positive good, remarked that it was a game which, in contradistinction to cards, produced mutual esteem between the players. It was a very rare thing for two persons to play much together without forming a regard for each other. Some of his most valued friendships had been formed from an acquaintance commenced over the Chess-board. Mr. Spreckley spoke of the attention which Mr. Schwabe had paid to the game with the Armagh Club, and said, that when any particular and delicate move was under discussion, his perseverance and skill in calculating all possible moves and their consequences were great, and alone entitled him to the thanks of the Club. (Applause.)

Mr. SCHWABE, in replying, observed that much of the praise bestowed upon him was due to Mr. Jones, who formed the Club, and, when it was nearly defunct, revived it. He begged therefore to give the health of Mr. Jones, and was sorry that they had lost him.

The Rev. Mr. WELSH proposed, with a suitable eulogium on the great skill of the departed, "The immortal memory of La Bourdonnais and M'Donald."

Mr. HART gave the next toast, "Success to the Chess Player's Chronicle," and, borrowing the idea of an old divine, pointed out the moral of Chess. He stated that this publication was the only Chess-player's book published in the kingdom, and its Editor was a gentleman who united the acumen of a Philidor with the high principle in conducting a game of La Bourdonnais and M'Donald.

The CHAIRMAN recommended this work to the notice of members, and stated that a few copies of it, from the commencement, might be had on application to the Secretary.

Mr. LAVIN proposed the health of the first Chess-player in France, M. St. Amant, who had also announced his intention of editing a Chess publication, the "Palamède." An additional attraction was that their worthy President was announced as a contributor. He begged to give—"M. St. Amant and the Palamède." (Cheers.)

The CHAIRMAN now submitted to the Club the terms of the proposed match, to which he had previously referred. They were as follows:—"1. Six members of the Liverpool Chess Club will play a match with six resident members of any other Club in Great Britain or Ireland, London alone excepted. 2. Three games to be played by each set of players, making in all eighteen games. 3. The stake to be £1 per game, and a silver cup of the value of £20 to be awarded to the Club winning the majority of games. 4. The Liverpool players will meet their opponents at some place about half way between their respective residences, or as may be otherwise arranged."—The Chairman proceeded to say that he should be glad if any club would meet their challenge; not that they had any overweening confidence in their own powers, but that they perceived that good would result from the contest, in the improvement of their members, and by drawing the attention of the Liverpool public to their Club. He anticipated a good deal of interest amongst all Chess circles, from the announcement of this challenge, and a greater from its being accepted. It was proposed by the Committee that the £1 stake on each game should be the venture of the players, and that £10, being one half of the £20, should be contributed by the Club. The six members whom the com-

mittee thought of nominating as players were Dr. Morrison, Mr. Keill, Mr. Spreckley, Mr. Schwabe, Mr. Tayleure, and himself (the Chairman). If, however, any other person wished to play, his desire would be taken into consideration by the Committee. The challenge would be published in the *Chess Player's Chronicle*, *Bell's Life in London*, and the *Liverpool Times*, and sent to some of the most eminent Chess Clubs.

Mr. SCHWABE gave the health of Mr. George Cochrane, the Secretary of the Armagh Club, who, he said, was a perfect enthusiast in Chess, and played a dozen games by correspondence himself. (Cheers.)

Mr. COLEMAN proposed the health of Mr. Tayleure and the new members of the Club, a toast which was well received, and briefly responded to by Mr. Tayleure.

Mr. SCHWABE said that it was no unusual thing for persons to state that they were incompetent to a certain task. Now, he was quite competent to do justice to the toast he had to propose—namely, the health of one of the best players of the Liverpool Chess Club, Dr. Morrison, the Vice-President. (Much applause.)

The VICE-PRESIDENT briefly returned thanks.

Mr. STEWART, after a few prefatory observations, proposed "Mr. Baines and the Liverpool Press." (Cheers.)

Mr. BAINES, in acknowledging the compliment, said that the press could never be more usefully employed than in giving its support to an object so exceedingly intellectual and interesting as that which their Club had in view. The game which had drawn them together, had been celebrated throughout all Europe—indeed, throughout all Asia, and every civilized country—as one of the most agreeable and intellectual pursuits that men could engage in. (Cheers.) Mr. Baines concluded by giving "The Health of the Strangers, who had honoured them with their presence that evening." (Applause.)

Mr. E. JAMES, barrister-at-law, having been called upon, returned thanks, observing, that he should not have ventured, unsolicited, to have done so, lest he should make a false move.

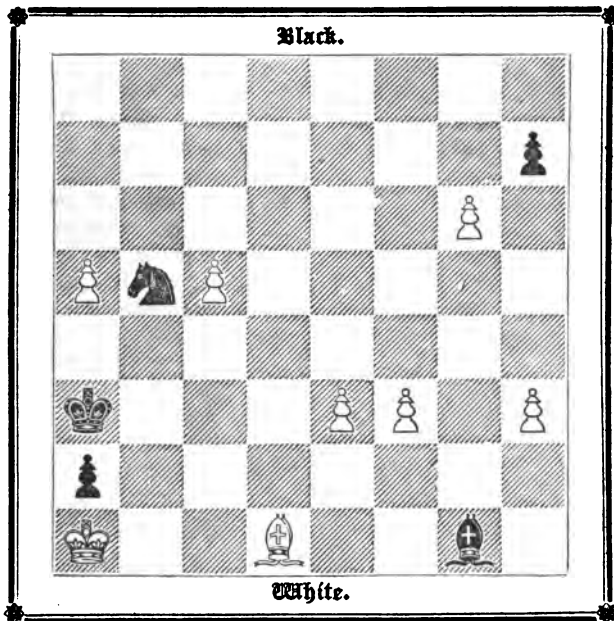
Mr. CLAYPOLE proposed "The Ladies." The health of Mr. B. Poole and other gentlemen was afterwards given and duly acknowledged, and the company separated at twelve o'clock.

To the SECRETARIES and HEADS of CHESS CLUBS.—An eligible medium for enabling the large fraternity of Chess Players to communicate with each other, has long been acknowledged a desideratum. In attempting to supply this deficiency, by forming a nucleus round which the lovers of the science may rally, and a Chronicle wherein the events most interesting to them are recorded, the conductors of this periodical may reasonably calculate on some assistance from the class immediately concerned in the advancement of Chess, namely, the Secretaries and Heads of Chess Societies. To these gentlemen, then, they confidently appeal for assistance and co-operation; soliciting them to transmit, for the embellishment of this Miscellany, whatever, from their experience and information, they may have acquired, that is remarkable, instructive and entertaining.

PROBLEM, No. 76.

This singular position appeared in an early number of "LE PALAMÉDE," and will be found also at page 129, vol. 1, of "THE CHESS PLAYER'S CHRONICLE;" the conditions being that White should move and win. The solution given was as follows:—"White Pawn takes King's Rook's Pawn, becoming a *Bishop* next move, and wins easily, observing that if White claimed a *Queen* instead of a Bishop, the Black would draw the game." This is correct; but the inventor overlooked a curious stroke of play, by which Black is enabled to draw the game, let his adversary make what piece he may of his Pawn. For this ingenious variation we are indebted to our valued contributor, Mr. J—— B——N.

Black engages to draw, although White plays first.



GAME CCXXX.

Between the Honorary Secretary and another Member of the London Chess Club; the former giving the odds of a "Pawn and two Moves."

(Remove Black's K. B.'s P. from the board.)

White. (Mr. —.)

1. K. P. two
2. Q. P. two
3. K. Kt. to B. third

Black. (Hon. Sec.)

- 1.
2. Q. Kt. to B. third
3. Q. P. two

White. (Mr. —.)

4. K. P. one
5. K. B. to Q. Kt. fifth
6. Castles
7. Q. B. to K. Kt. fifth
8. B. to K. third
9. Q. Kt. to Q. second
10. Q. Kt. to his third
11. B. to K. second
12. K. R. P. one
13. B. takes B.
14. B. to Kt. fourth
15. K. B. P. two
16. K. takes Kt.
17. K. to R. second
18. P. takes P.
19. K. B. P. one
20. K. to Kt. second
21. R. takes P. (check)
22. Q. to K. B. third
23. Kt. checks
24. R. to Kt. fifth
25. B. to B. second
26. R. to K. B. fifth
27. Q. to Kt. third
28. R. to K. R. fifth
29. K. to B. square

Black. (Hon. Sec.)

4. Q. B. to K. Kt. fifth
5. K. P. one
6. K. Kt. to K. second
7. K. R. P. one
8. Kt. to B. fourth
9. B. to K. second
10. Castles
11. Q. to K. square
12. B. takes Kt.
13. K. Kt. to R. fifth
14. Q. to Kt. third
15. Kt. takes K. Kt. P.
16. K. R. P. one
17. P. takes B.
18. K. to B. second
19. R. checks
20. P. takes P.
21. K. to his third
22. R. to R. fifth
23. B. takes Kt.
24. Q. takes Q. B. P. (check)
25. Q. R. to K. B. square
26. Kt. takes Q. P.
27. Q. R. to K. R. square
28. Q. to K. fifth (check)
29. R. checks

AND BLACK MATES IN FOUR MOVES.

GAME CCXXXI.

Well played Game, between Messrs. ST—N and S—Y; the former giving the odds of "the Pawn and two Moves."

(*White's K. B.'s P. must be taken from the board.*)

Black. (Mr. S—Y.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. K. P. one
5. Q. B. P. one
6. K. Kt. to B. third
7. K. R. P. two
8. Q. B. P. takes P.
9. K. R. P. one
10. R. P. takes P.

White. (Mr. ST—N.)

- 1.
2. K. P. one
3. Q. B. P. two
4. K. Kt. P. one
5. Q. Kt. to B. third
6. Q. P. one
7. Q. B. P. takes P.
8. Q. P. takes K. P.
9. K. B. to K. Kt. second
10. K. R. P. one

Black. (Mr. S—Y.)

11. Q. P. takes P.
12. K. B. to Q. Kt. fifth (check)
13. Castles
14. Q. to K. second (*a*)
15. Q. Kt. to R. third
16. Q. Kt. to B. fourth
17. Q. takes P. (check)
18. Q. Kt. to Q. sixth
19. Q. takes K. Kt.
20. K. Kt. P. takes P.
21. Kt. to K. B. seventh (check)
22. Q. takes R.
23. Q. B. takes K. R. P. (*c*)
24. Q. takes Q. B.
25. Q. to K. sixth
26. Q. to her B. eighth (check)
27. K. R. to K. square
28. K. to B. square
29. Q. to K. sixth
30. Q. to K. fifth (check)
31. Q. to K. B. fifth
32. R. to K. eighth (check)
33. Q. to K. Kt. fourth
34. Q. to K. Kt. square
35. Q. R. to K. square
36. R. takes B. (check)
37. Q. takes R. (check)
38. K. R. to K. B. fourth
39. K. to his Kt. second
40. Q. R. to K. Kt. square
41. K. to B. square (discov. ch.)
42. Q. R. P. two
43. Q. R. to K. Kt. second
44. K. to his second (*e*)
45. K. R. takes P.
46. K. R. to K. Kt. fourth
47. R. checks
48. R. takes Q. (check)

White. (Mr. St—N.)

11. Q. Kt. takes P.
12. Q. Kt. to Q. second
13. K. Kt. to K. second
14. Q. to her Kt. third
15. Castles
16. Q. takes B.
17. K. to R. square
18. Q. Kt. to K. fourth
19. Q. Kt. takes K. Kt. (check)
20. Q. to K. R. fourth
21. R. takes Kt.
22. Q. B. to K. B. fourth (*b*)
23. Q. takes B.
24. R. to K. B. square
25. R. to K. B. third
26. B. interposes
27. R. takes P. (check)
28. R. to K. Kt. square
29. R. to K. Kt. third
30. B. to K. Kt. second
31. R. to K. B. third
32. B. interposes
33. Q. to R. eighth (check)
34. Q. to K. R. fourth (*d*)
35. R. to K. Kt. third
36. K. to Kt. second
37. Q. takes Q.
38. Q. to her sixth (check)
39. Q. to her Kt. fourth
40. Q. to K. R. fourth
41. K. to R. second
42. Q. Kt. P. two
43. Q. to K. R. eighth (check)
44. P. takes R. P.
45. Q. R. P. one
46. Q. to R. third
47. Q. takes R.
48. K. takes R.

WHITE RESIGNED.

Notes to Game CCXXXI.

(*a*) This and the following move of Black are well played.

(*b*) Had White played the obvious move of Bishop to King's Rook's sixth, his opponent would have moved his Rook to King's square, having a winning position.

(c) A good move.

(d) White would have played ill in taking the Pawn with his Queen; as, in that case, Black could have compelled an exchange of Queens.

(e) Ingeniously played: if White had taken the Rook, he must have lost his Queen.

GAME CCXXXII.

Between Mr. M—N, the President of the Liverpool Chess Club, and Mr. St—N; the latter giving the odds of a "Pawn and two Moves."

(Remove Black's K. B.'s P. from the board.)

White. (Mr. M—N.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. P. one
5. K. B. P. two
6. K. B. P. one
7. Q. B. to K. Kt. fifth
8. K. B. to K. second
9. K. B. to K. R. fifth (check)
10. K. B. to his third
11. Q. takes Kt.
12. K. Kt. P. one
13. Q. Kt. to Q. second
14. Q. R. to K. Kt. square
15. K. Kt. to K. second
16. Q. takes B.
17. K. Kt. P. one
18. K. Kt. to his third
19. K. R. P. two
20. K. to his B. second
21. K. Kt. P. one
22. B. takes Kt.
23. Q. to K. third
24. K. Kt. P. one
25. K. takes Q.
26. K. R. to K. B. square
27. Kt. to K. R. fifth
28. K. R. to K. B. second
29. Q. R. to K. B. square
30. Kt. takes K. Kt. P.

Black. (Mr. St—N.)

- 1.
2. Q. Kt. to B. third
3. K. P. two
4. Q. Kt. to K. second
5. Q. P. one
6. K. Kt. to B. third
7. Q. Kt. to K. Kt. square
8. K. B. to K. second
9. K. to his B. square
10. Kt. takes Q. P.
11. K. B. takes Q. B.
12. K. B. to Q. B. eighth
13. K. B. takes Q. Kt. P.
14. B. to Q. B. sixth
15. B. takes Kt. (check)
16. Q. Kt. P. one
17. K. R. P. one
18. K. Kt. to B. third
19. Q. B. to Q. Kt. second
20. Q. P. one
21. Kt. takes K. P. (check)
22. P. takes B.
23. Q. to her fifth
24. Q. takes Q. (check)
25. K. to his second
26. Q. R. to Q. square
27. K. R. to K. Kt. square
28. B. to Q. fourth
29. Q. B. P. one

AND THE GAME WAS CLEVERLY WON BY WHITE IN A
FEW MOVES. (a)

Note to Game CCXXXII.

(a) The latter part of this game is very negligently played by the second player.

GAME CCXXXIII.

In a Match between Mr. C. H., of the Brazils, and Mr. C. F., of Carlow, one of the best Players in Ireland.

<i>White.</i> (Mr. C. F.)	<i>Black.</i> (Mr. C. H.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. K. P. one
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. Q. to her Kt. third
6. K. B. to Q. third	6. K. B. to K. second
7. K. B. to Q. B. second	7. K. Kt. to R. third
8. Castles	8. Castles
9. K. to R. square	9. K. B. P. one
10. Q. P. two	10. Q. B. P. takes P.
11. Q. B. P. takes P.	11. Q. B. to Q. second
12. Q. Kt. to B. third	12. K. B. P. takes P.
13. K. B. P. takes P.	13. K. Kt. to B. fourth
14. B. takes Kt.	14. R. takes B.
15. Q. Kt. to K. second	15. Q. R. to Q. B. square
16. Q. R. P. one	16. Q. Kt. to R. fourth
17. Q. Kt. P. two	17. Kt. to B. fifth
18. Q. Kt. to K. Kt. third	18. R. to K. B. second
19. Q. to her third	19. B. to Q. Kt. fourth
20. Q. R. P. one	20. B. to Q. second
21. Q. Kt. P. one	21. Q. R. P. one
22. Q. B. to K. Kt. fifth	22. Q. to her square
23. B. takes B.	23. Q. takes B.
24. Q. Kt. P. takes P.	24. P. takes P.
25. K. R. P. one	25. Kt. to Q. Kt. third
26. K. R. P. one	26. Kt. takes Q. R. P.
27. K. Kt. to his fifth	27. R. takes R. (check)
28. R. takes R.	28. K. Kt. P. one
29. R. to K. B. seventh	29. B. to Q. Kt. fourth
30. Q. to her Kt. square	30. Q. to her R. sixth
31. Kt. to K. R. fifth	31. R. to Q. B. eighth (check)
32. K. to R. second	32. R. takes Q.

WHITE MATES IN TWO MOVES.

GAME CCXXXIV.

Played by correspondence, between MM. CHAMOUILLET and
KIESERITZKY.*

White. (M. K—.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. R. P. two
5. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. Q. P. two
8. K. Kt. to Q. third
9. K. Kt. P. one
10. Q. Kt. to B. third
11. K. Kt. to K. B. fourth
12. K. to his B. second
13. Q. to her third
14. K. B. to Q. Kt. third
15. K. R. to K. square
16. Q. R. P. two
17. Q. Kt. to Q. square
18. Q. B. P. two
19. Q. B. to Q. second
20. Q. B. to his third
21. K. P. takes P.
22. Q. to her second
23. P. takes P.
24. K. R. to K. fifth
25. Q. B. takes Q. R. P.
26. K. Kt. P. takes B.
27. Q. takes R.
28. Q. to her B. fifth
29. P. takes Q.
30. P. takes Kt.
31. Q. R. P. one

Black. (M. C—.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. K. R. P. two
6. K. R. to his second
7. Q. P. one
8. P. to K. B. sixth
9. K. Kt. to B. third
10. Q. Kt. to B. third
11. Q. Kt. to K. second
12. K. Kt. to Q. second
13. K. Kt. to Q. Kt. third
14. K. B. to K. Kt. second
15. Q. B. P. one
16. Q. R. P. two
17. K. R. to his square
18. Q. B. to K. third
19. K. to his B. square
20. Q. P. one
21. Q. B. to K. B. fourth
22. P. takes P.
23. K. B. to K. R. third
24. Q. to her third
25. B. takes Kt.
26. Q. R. takes B.
27. K. B. P. one
28. Q. takes Q.
29. P. takes R.
30. P. takes P.
31. K. to his Kt. second

M. Kieseritzky abandoned the game at this point; the four subsequent moves were suggested by two new opponents.

32. Q. R. P. one
33. Q. Kt. P. to Q. Kt. seventh
34. B. to Q. B. fourth
35. B. to Q. Kt. fifth

32. P. takes P.
33. Kt. to K. Kt. third
34. R. to K. square

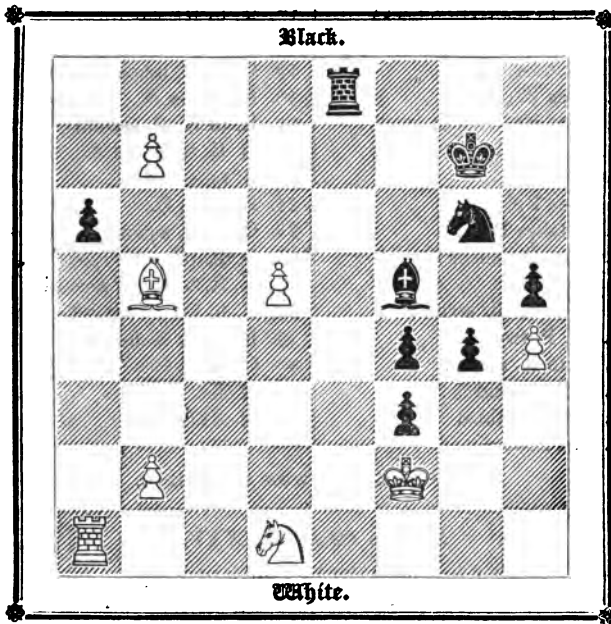
M. Chamouillet here announced that he could force mate in nine moves; and his adversaries, after examining the position, resigned. We give the situation of the pieces on the annexed Diagram.

* From *Le Palamède*.

PROBLEM, No. 77.

By M. CHAMOUILLET.

Black, having to play, engages to checkmate in nine Moves.



GAME CCXXXV.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 31st.)

White. (M. DE LA B.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. K. B. takes P.
5. P. takes P.
6. Q. Kt. to B. third
7. K. Kt. to B. third
8. Castles
9. K. R. P. one
10. Q. B. to K. third
11. K. B. to Q. Kt. third
12. Q. to K. second

Black. (Mr. M'D.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. P. takes P.
5. K. Kt. to B. third
6. K. B. to K. second (a)
7. Castles
8. Q. B. P. one
9. Q. Kt. to Q. second
10. Q. Kt. to his third
11. K. Kt. to Q. fourth
12. K. to R. square

White. (M. DE LA B.)

13. Q. R. to K. square
14. K. B. to Q. B. second
15. K. Kt. to K. fifth
16. Q. to K. R. fifth
17. K. Kt. to his sixth (check)
18. K. B. to Q. Kt. third (check)
19. Q. Kt. takes Kt.
20. B. takes P. (check)
21. Q. takes Kt. (check)
22. Kt. to K. fifth
23. Q. takes Q. B.
24. P. takes B.
25. Q. R. takes P.
26. Q. takes Q. (check)
27. K. B. P. two
28. K. R. to K. B. second
29. K. Kt. P. two
30. K. R. to K. second
31. K. to B. second
32. K. to his B. third
33. Q. R. P. one

Black. (Mr. M'D.)

13. K. B. to Q. third
14. K. B. P. two
15. K. B. P. one (*b*)
16. K. Kt. to K. B. third
17. K. to Kt. square
18. Q. Kt. to Q. fourth
19. Q. B. P. takes Kt. (*c*)
20. Kt. takes B.
21. R. to K. B. second
22. Q. B. to K. third
23. B. takes Kt.
24. P. takes B.
25. Q. to K. square
26. Q. R. takes Q.
27. K. R. to Q. B. second
28. K. to his B. second
29. R. to Q. B. fourth
30. Q. R. P. two
31. Q. Kt. P. two
32. Q. Kt. P. one

THE GAME WAS WON BY WHITE.

Notes to Game CCXXXV.

- (*a*) King's Bishop to King's third we think preferable.
- (*b*) The injudicious advance of this Pawn gives White an overwhelming attack.
- (*c*) If Black had taken the Queen, he would have been mated next move by the double check.

MODEL GAMES.

No. VIII.

The following capital Game, played between M. DE LA BOURDONNAIS and Mr. M'DONNELL, will be new to many of our readers, as we believe it is not to be found in Mr. Greenwood Walker's collection of their Games.

Black. (Mr. M'D.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. Q. B. P. one
5. K. P. one
6. K. B. to Q. third

White. (M. DE LA B.)

1. Q. B. P. two
2. K. P. one
3. Q. Kt. to B. third
4. Q. P. two
5. K. B. P. two
6. K. B. to K. second

Black. (Mr. M'D.)

7. K. B. to Q. B. second
8. Castles
9. K. to R. square
10. Q. P. two
11. Q. R. P. one
12. K. R. P. one
13. Q. Kt. P. one
14. P. takes P.
15. Q. B. to K. third
16. Q. R. to its second
17. Q. to her second
18. K. Kt. to K. R. second
19. K. R. to K. Kt. square
20. K. Kt. to K. B. square
21. Q. to her third
22. Q. Kt. to Q. second
23. Q. to K. second
24. K. Kt. P. two
25. K. Kt. P. one
26. K. B. to Q. square
27. K. R. P. one
28. K. R. P. one
29. P. takes P.
30. Q. to K. R. second
31. Q. Kt. to K. B. third
32. K. Kt. to its third
33. Q. R. to Q. second
34. Kt. to K. R. fourth
35. K. B. P. takes Kt.
36. Kt. takes Q. B.
37. Kt. to K. R. fifth
38. Kt. to K. B. sixth, checking
39. Q. R. to Q. third
40. K. R. to K. Kt. third
41. Q. R. takes P.
42. Q. R. to K. B. third
43. Q. to her second
44. Q. takes R.
45. R. to K. R. third
46. R. takes Kt.
47. Q. to K. B. square
48. Q. to K. B. fourth
49. Q. to K. R. fourth
50. K. P. takes B.
51. K. Kt. P. one
52. K. to R. second

White. (M. DE LA B.)

7. Q. to Q. Kt. third
8. K. Kt. to R. third
9. Castles
10. Q. B. to Q. second
11. Q. R. P. two
12. Q. B. to K. square
13. P. takes Q. P.
14. Q. B. to K. R. fourth
15. Q. R. to Q. B. square
16. K. to R. square
17. Q. to Q. B. second
18. K. B. to K. R. fifth
19. K. B. to K. Kt. sixth
20. K. B. to K. R. fifth
21. Q. B. to K. Kt. third
22. K. B. to K. second
23. Q. to her second
24. Q. to K. square
25. K. Kt. to its square
26. K. B. to Q. square
27. Q. B. to K. B. second
28. K. Kt. P. one
29. Q. B. takes P.
30. K. B. to Q. Kt. third
31. Q. to K. B. second
32. K. Kt. to K. second
33. K. to Kt. square
34. Q. Kt. takes K. P.
35. K. B. P. one
36. Kt. takes Kt.
37. P. takes B.
38. K. to R. square
39. K. R. to K. Kt. square
40. Kt. to K. B. fifth
41. R. to K. Kt. second
42. R. to ady. Q. B. square
43. R. takes B. (check)
44. Kt. to K. R. fourth
45. Kt. takes Kt.
46. Q. to K. square
47. K. to Kt. square
48. B. to Q. square
49. B. takes R.
50. R. to Q. B. second
51. R. checks
52. R. to Q. B. seventh (check)

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
53. K. to Kt. square	53. R. to adv. Q. B., checking
54. K. to B. second	54. Q. takes P.
55. R. to K. Kt. third	55. R. to Q. B. seventh (check)
56. K. to his square	56. K. to B. second
57. R. takes Q.	57. K. takes R.
58. K. B. P. one	58. R. to Q. B. square
59. Q. to K. seventh, and WINS. (a)	

Note to Model Game VIII.

(a) This game is remarkably well contested.

No. IX.*

ON THE ADVANTAGE OF THE PAWN AND MOVE.

The Player giving the Pawn and Move begins by pushing his King's Knight's Pawn one square.

<i>White.</i>	<i>Black.</i>
1. K. P. two	1. K. Kt. P. one
2. Q. P. two	2. K. B. to K. Kt. second (a)
3. K. R. P. two	3. K. P. two
4. Q. B. P. one	4. K. Kt. to K. second
5. P. takes P. (b)	5. B. takes P.
6. K. B. P. two	6. B. to Kt. second
7. K. B. to Q. B. fourth	7. Q. Kt. to B. third
8. K. R. P. one	8. Q. P. one
9. K. Kt. to R. third (c)	9. B. takes Kt.
10. R. takes B.	10. Q. to her second
11. Q. to Kt. third (d)	11. Q. Kt. to R. fourth
12. B. to adv. B. second, checking	12. K. to B.
13. Q. to adv. K. third	13. Q. takes Q.
14. B. takes Q.	14. Q. Kt. to B. third
15. K. Kt. P. two	15. Q. Kt. to Q.
16. B. to Q. Kt. third	16. K. Kt. to Q. B. third
17. Q. Kt. to R. third	17. Q. R. P. one
18. Q. B. to K. third	18. Q. Kt. to K. B. second
19. Castles	19. K. to his second
20. K. Kt. P. one	20. K. R. to B.
21. K. B. P. one	21. P. takes B. P.
22. K. P. takes P.	22. K. to Q. second
23. B. to adv. K. third, checking	23. K. to Q. square
24. K. R. P. one	24. B. to K. fourth
25. K. Kt. P. one	25. P. takes P.
26. P. takes P.	26. Kt. to K. R. square, and Black must lose.

* From Mr. Cochrane's Treatise.

Notes to Model Game IX.

(a) This is not a good move, as the game must necessarily be very much crowded, if the person who receives the Pawn and Move play properly.

(b) You take this Pawn, because the Black being obliged to retake with his Bishop, enables you to gain a move, by pushing your King's Bishop's Pawn two squares.

[The Editor, however, conceives that it would have been better play to maintain the Pawn in the centre, by doing which, the King's Bishop would be kept out of play during the whole game.—*Ed.*]

(c) Having pushed your Rook's Pawn two squares, you play Knight to King's Rook's third square instead of the Bishop's third square, that you may not obstruct the action of your Queen.

(d) This is an uncommonly well played move.

PROBLEMS FOR YOUNG PLAYERS.

No. 67.

By J. G. B.

<i>White.</i>	<i>Black.</i>
K. at Q. B.'s second	K. at his R.'s square
Q. at her fifth	Q. at K.'s sixth
R. at Q.'s second	R. at K.'s square
Kt. at Q.'s sixth	R. at Q. Kt.'s fifth
Pawns at Q. Kt.'s third, and Q. R.'s fourth	Pawns at K. R.'s second, K. Kt.'s second, K.'s fourth, Q. Kt.'s second, and Q. R.'s fourth

White, playing first, mates in four moves.

No. 68.

By J. B—N.

<i>White.</i>	<i>Black.</i>
K. at his fifth	K. at Q. B.'s fourth
Q. at K. B.'s seventh	Q. at Q. B.'s seventh
B. at K. Kt.'s eighth	R. at Q. Kt.'s fourth
Kt. at Q. B.'s third	Kt. at Q.'s third
Pawns at K.'s fourth, Q. Kt.'s second, and Q. R.'s third	Pawns at Q.'s second, and Q. B.'s third

White to move, and mate in two moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
 Published in our last Week's "CHRONICLE."

No. 65.

- | <i>White.</i> | <i>Black.</i> |
|--------------------------------|--------------------|
| 1. Q. to K.'s eighth (check) | 1. B. interposes |
| 2. B. takes K. R. P. | 2. K. takes B. (a) |
| 3. Q. to K. R.'s fifth (MATE). | |
- (a) If the Black make any other second move, the White takes Bishop with his Queen (checkmate).

No. 66.

- | <i>White.</i> | <i>Black.</i> |
|----------------------------------|------------------------------------|
| 1. Q. to her B.'s eighth (check) | 1. Kt. interposes, or takes the Q. |
| 2. Kt. to Q. B.'s fifth (check) | 2. K. to Q. R.'s fourth |
| 3. Q. Kt. P. two (MATE). | |

SCIENTIFIC STRATAGEMS
 SELECTED FROM THE WORKS OF
 THE BEST AUTHORS ON CHESS.

No. 89.

By COZIO.

- | <i>White.</i> | <i>Black.</i> |
|----------------------------------|----------------------------------|
| K. at his R.'s square | K. at Q. R.'s square |
| R. at Q. R.'s square | R. at K. Kt.'s square |
| B. at K.'s third | R. at Q. Kt.'s square |
| Kt. at Q.'s fourth | B. at K. B.'s second |
| Pawns at K. R.'s second, K. B.'s | Kt. at K. R.'s sixth |
| fourth, and Q. Kt.'s fourth | Pawns at K. R.'s second, Q. B.'s |
| | third, Q. Kt.'s second, and Q. |
| | R.'s second |

White to win in three moves.

No. 90.

By ERCOLE DEL RIO.

- | <i>White.</i> | <i>Black.</i> |
|-----------------------|-----------------------------------|
| K. at his R.'s fourth | K. at his Kt.'s second |
| Q. at K. B.'s fourth | Q. at her fourth |
| B. at K.'s seventh | R. at Q. R.'s second |
| Kt. at K. B.'s eighth | Pawns at K. R.'s second, K. Kt.'s |
| | third, and K. B.'s second |

White to win in three moves.

No. 91.

By ERCOLE DEL RIO.

<i>White.</i>	<i>Black.</i>
K. at his R.'s square	K. at Q. R.'s square
Q. at K. Kt.'s second	Q. at K. B.'s square
B. at K. B.'s fifth	B. at Q.'s third
Kt. at Q.'s fifth	B. at Q. Kt.'s second
Kt. at Q. Kt.'s fourth	Kt. at Q. B.'s square
Pawn at K. R.'s second	Pawns at Q. B.'s second, Q. Kt.'s third, and Q. R.'s second

White to win in four moves.

No. 92.

By Mr. MERCIER.

<i>White.</i>	<i>Black.</i>
K. at his R.'s third	K. at his R.'s fourth
Pawns at K. Kt.'s second, and K. B.'s fourth	Pawns at K. R.'s third, K. Kt.'s third, and K. B.'s fourth

White to draw.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 74.

<i>White.</i>	<i>Black.</i>
1. Q. to Q. B.'s eighth (check)	1. R. takes Q.
2. B. P. one (discov. check)	2. K. to B.'s square
3. Kt. to K.'s sixth (check)	3. K. to Kt.'s square
4. Kt. to K. B.'s sixth (ch.) MATE.	

No. 75.

<i>White.</i>	<i>Black.</i>
1. P. takes P. (check)	1. K. takes B.
2. Q. Kt. checks	2. K. takes K. Kt.
3. K. R. P. one, becoming a Kt., gives CHECKMATE.	

NOTICES TO CORRESPONDENTS.

"J. G. B., CANONBIE."—The problem shall appear speedily.

"R. A. B."—Many thanks.

"G. W., BATH."—Have the required back numbers been received?

"F. W. C.," "SIR ARGENTINE," shall have Knightly welcome.

"N. B."—The match in question has been played by one party under circumstances so peculiarly disadvantageous, that it affords no conclusive proof that "the odds are too great."—"N. B." will do well to abide the result of twenty or thirty more games before he ventures a decision upon the subject.

"OLD 72, WITNEY," is again in error, as he will discover, on carefully examining the beautiful problem he mentions.

"H. S." is thanked for his courteous communication.

"MEDICUS, LIVERPOOL."—The games will appear in the present volume of "THE CHESS PLAYER'S CHRONICLE."

"M. A., GLASGOW."—Received, and shall be duly considered.

"G. R.'s" statement is confirmative of the opinion we have long entertained and frequently expressed. A private communication has been forwarded.

"E. W., BRISTOL."—Many thanks. The games are highly acceptable, and well deserve publicity. The repeated irregularities complained of, are attributable solely to the Bookseller.

"H. H."—We mentioned last week that Mrs. Colonel Hartley's book had not reached us. When received, it shall be properly noticed.

 THE PRINCE REGENT AND SIR WALTER SCOTT.

"It was in the spring of 1815 that Sir Walter Scott had, for the first time, the honour of being presented to the Prince Regent. His Royal Highness had signified, more than a year before this time, his wish that the poet should revisit London—and, on reading his Edinburgh Address in particular, he said to Mr. Dundas, that 'Walter Scott's charming behaviour about the laureateship had made him doubly desirous of seeing him at Carlton House.' More lately, on receiving a copy of the Lord of the Isles, his Royal Highness's librarian had been commanded to write to him in these terms:—

'TO WALTER SCOTT, ESQ., EDINBURGH.

'My dear Sir,

'*Carlton House, January 19, 1815.*

'You are deservedly so great a favourite with the Prince Regent, that his librarian is not only directed to return you the thanks of his Royal

Highness for your valuable present, but to inform you that the Prince Regent particularly wishes to see you whenever you come to London ; and desires you will always, when you are there, come into his library whenever you please. Believe me always, with sincerity, one of your warmest admirers and most obliged friends,

‘ J. S. CLARKE.’

“ On hearing from Mr. Croker (then Secretary to the Admiralty) that Scott was to be in town by the middle of March, the Prince said—‘ Let me know when he comes, and I’ll get up a snug little dinner that will suit him ;’ and, after he had been presented and graciously received at the *levee*, he was invited to dinner accordingly, through his excellent friend Mr. Adam, (now Lord Chief Commissioner of the Jury Court in Scotland,) who at that time held a confidential office in the royal household. The Regent had consulted with Mr. Adam also as to the composition of the party. ‘ Let us have,’ said he, ‘ just a few friends of his own—and the more Scotch the better ;’ and both the Chief Commissioner and Mr. Croker assure me that the party was the most interesting and agreeable one in their recollection. It comprised, I believe, the Duke of York—the late Duke of Gordon (then Marquess of Huntly)—the Marquess of Hertford (then Lord Yarmouth)—the Earl of Fife—and Scott’s early friend, Lord Melville. ‘ The Prince and Scott,’ says Mr. Croker, ‘ were the two most brilliant story-tellers in their several ways, that I ever happened to meet ; they were both aware of their *forte*, and both exerted themselves that evening with delightful effect. On going home, I really could not decide which of them had shone the most. The Regent was enchanted with Scott, as Scott with him ; and on all his subsequent visits to London, he was a frequent guest at the royal table.’ The Lord Chief Commissioner remembers that the Prince was particularly delighted with the poet’s anecdotes of the old Scotch judges and lawyers, which his Royal Highness sometimes *capped* by ludicrous traits of certain ermined sages of his own acquaintance. Scott told, among others, a story, which he was fond of telling, of his old friend the Lord Justice-Clerk Braxfield ; and the commentary of his Royal Highness on hearing it amused Scott, who often mentioned it afterwards. The anecdote is this :—Braxfield, whenever he went on a particular circuit, was in the habit of visiting a gentleman of good fortune in the neighbourhood of one of the assize towns, and staying at least one night, which, being both of them ardent Chess-players, they usually concluded with their favourite game. One Spring circuit the battle was not decided at day-break, so the Justice-Clerk said,—‘ Weel, Donald, I must e’en come back this gate in the harvest, and let the game lie ower for the present ;’ and back he came in October, but not to his old friend’s hospitable house ; for that gentleman had, in the interim, been apprehended on a capital charge (of forgery), and his name stood on the *Porteous Roll*, or list of

those who were about to be tried under his former guest's auspices. The laird was indicted and tried accordingly, and the jury returned a verdict of *guilty*. Braxfield forthwith put on his cocked hat (which answers to the black cap in England,) and pronounced the sentence of the law in the usual terms—'To be hanged by the neck until you be dead; and may the Lord have mercy upon your unhappy soul!' Having concluded this awful formula in his most sonorous cadence, Braxfield, dismounting his formidable beaver, gave a familiar nod to his unfortunate acquaintance, and said to him, in a sort of chuckling whisper—'And now, Donald, my man, I think I've checkmated you for ance.' The Regent laughed heartily at this specimen of Macqueen's brutal humour; and 'I'faith, Walter,' said he, 'this old big-wig seems to have taken things as coolly as my tyrannical self. Don't you remember Tom Moore's description of me at breakfast—

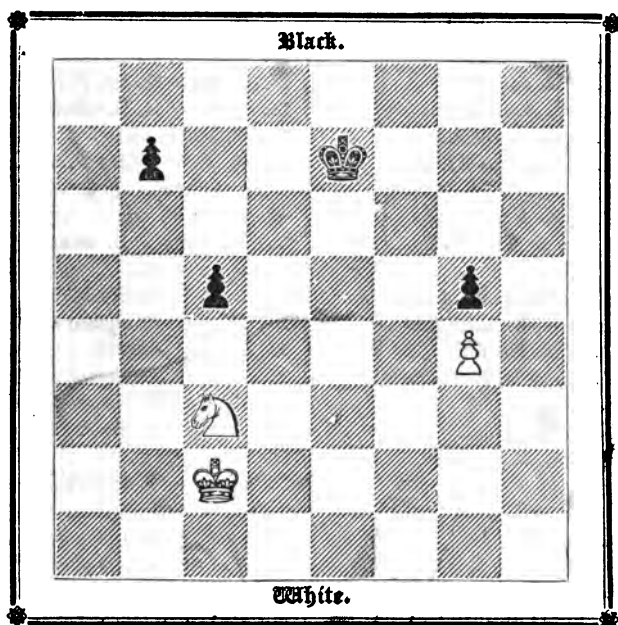
'The table spread with tea and toast,
Death-warrants and the Morning Post?'

"Towards midnight, the Prince called for 'a bumper, with all the honours, to the Author of Waverley,' and looked significantly, as he was charging his own glass, to Scott. Scott seemed somewhat puzzled for a moment, but instantly recovering himself, and filling his glass to the brim, said, 'Your Royal Highness looks as if you thought I had some claim to the honours of this toast. I have no such pretensions, but shall take good care that the real Simon Pure hears of the high compliment that has now been paid him.' He then drank off his claret, and joined with a stentorian voice in the cheering, which the Prince himself timed. But before the company could resume their seats, his Royal Highness exclaimed, 'Another of the same, if you please, to the Author of *Marmion*—and now, Walter, my man, I have checkmated you for *ance*.' The second bumper was followed by cheers still more prolonged: and Scott then rose and returned thanks in a short address, which struck the Lord Chief Commissioner as 'alike grave and graceful.' This story has been circulated in a very perverted shape. I now give it on the authority of my venerated friend, who was—unlike, perhaps, some others of the company at that hour—able to hear accurately, and content to *see single*.—He adds, that having occasion, the day after, to call on the Duke of York, his Royal Highness said to him—'Upon my word, Adam, my brother went rather too near the wind about Waverley—but nobody could have turned the thing more prettily than Walter Scott did—and upon the whole I never had better fun.'"—*Memoirs of the Life of Sir Walter Scott*.

PROBLEM, No. 78.*

By M. KIESERITZKY.

White to move and win.



GAME CCXXXVI.

Between Messrs. S—Y and ST—N; the latter giving “the Pawn and two Moves.”

(Remove Black's K. B.'s P. from the board.)

White. (Mr. S—Y.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. Q. P. one
5. Q. B. to K. Kt. fifth
6. K. B. P. two
7. K. B. P. takes P.
8. Q. B. P. two

Black. (Mr. ST—N.)

- 1.
2. Q. Kt. to B. third
3. K. P. two
4. Q. Kt. to K. second
5. Q. P. one
6. Q. B. P. one
7. Q. P. takes P.
8. Q. to her Kt. third

* For the two Problems on Diagrams, in our present number, we are indebted to Le Palamède.

White. (Mr. S—Y.)

9. Q. to K. second
10. Q. B. to K. third
11. B. takes B.
12. K. Kt. P. one (*a*)
13. K. R. P. one
14. Q. Kt. to B. third
15. Q. takes Kt.
16. K. to Q. square
17. Q. to K. second
18. K. to Q. B. second
19. Q. B. P. takes Kt. P.
20. Q. to K. Kt. second
21. K. Kt. to K. second
22. Q. takes R.
23. Q. Kt. to Q. Kt. fourth
24. Q. to K. B. fifth (*d*)
25. Q. to K. Kt. fifth
26. Q. Kt. to Q. B. seventh
27. Kt. to K. sixth
28. K. to Q. second
29. B. to Q. R. sixth
30. Q. P. takes B.
31. B. takes R.
32. Q. to K. third
33. Q. to her Kt. third (check)
34. Q. to her fifth
35. Q. to her R. fifth (*e*)
36. P. takes P.
37. Q. to her Kt. fourth
38. K. to his third

Black. (Mr. ST—N.)

9. Q. Kt. to K. Kt. third
10. K. B. to Q. B. fourth
11. Q. takes B.
12. K. Kt. to B. third
13. Castles
14. K. Kt. to R. fourth (*b*)
15. Q. to K. B. seventh (check)
16. Q. takes Q. Kt. P. (*c*)
17. Q. takes Q. R. (check)
18. Q. Kt. P. two
19. Q. B. P. takes P. at Q. Kt. fourth
20. Q. Kt. P. one
21. K. R. to K. B. seventh
22. Q. takes R.
23. B. to Q. R. third
24. B. to Q. B. square
25. B. to Q. second
26. R. to K. B. square
27. R. to Q. B. square (check)
28. Q. takes K. R. P.
29. B. takes Kt.
30. Q. takes P. at K. third
31. Q. takes B.
32. Q. R. P. two
33. K. to R. square
34. Q. R. P. one
35. Q. Kt. P. one
36. P. takes P.
37. Q. to her B. seventh (check)
38. K. R. P. one

AND, AFTER A FEW MORE MOVES, WHITE RESIGNED.

Notes to Game CCXXXVI.

- (*a*) To prevent the threatened advance of the Knight.
- (*b*) This move is well played, and almost decides the game in favour of Black.
- (*c*) Instead of so playing, Black might have moved the Queen to King's Knight's seventh, winning at least "the exchange."
- (*d*) With the view to gain the adverse Bishop by checking at King's sixth.
- (*e*) Queen to her Knight's fifth would have been better play.

GAME CCXXXVII.

Played between Mr. ST—N and a Member of the London Chess Club ;
Mr. S. giving the Queen's Rook, which must therefore be removed
from the board.

Black. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. P. two
4. K. B. P. two
5. K. P. takes P.
6. K. Kt. to B. third
7. Castles
8. Q. P. two
9. K. B. to Q. third
10. B. takes P. (check)
11. Kt. to his fifth (check)
12. Q. takes B.
13. Q. to R. fifth
14. Q. Kt. to B. third
15. K. to R. square
16. B. to Q. Kt. second
17. Q. to R. seventh (check)
18. B. to Q. R. third (check)
19. B. to Kt. second
20. K. Kt. to B. third
21. K. Kt. to Q. second
22. B. to Q. R. square
23. Q. Kt. to K. fourth
24. Q. B. P. one
25. Q. B. P. one
26. K. R. P. two
27. Kt. takes Kt.
28. Kt. to K. B. third
29. B. takes R.
30. K. R. P. one
31. Q. to K. B. fifth
32. R. to Q. B. square
33. R. to K. square
34. R. to Q. Kt. square
35. Kt. takes B.
36. Q. to K. B. sixth (check)
37. R. takes Q. Kt. P.
38. K. to R. second
39. R. to Q. Kt. third
40. R. to K. R. third

White. (Mr. —.)

1. K. P. two
2. K. B. to Q. B. fourth
3. B. takes Q. Kt. P.
4. Q. P. two
5. K. B. to Q. third
6. K. P. takes P.
7. B. to K. Kt. fifth
8. K. Kt. to K. second
9. Castles
10. K. takes B.
11. K. to Kt. square
12. K. Kt. to his third
13. R. to K. square
14. Q. to K. B. third
15. Q. takes Q. P.
16. B. to K. fourth
17. K. to his B. square
18. B. to Q. third
19. R. to K. fourth
20. Q. to her B. fifth
21. Q. to her Kt. fifth
22. Q. Kt. to Q. second
23. Q. R. to K. square
24. Q. to Kt. third
25. Q. to K. sixth
26. Q. Kt. to K. B. third
27. P. takes Kt.
28. K. to K. second
29. B. takes B.
30. Kt. to K. B. square (a)
31. Q. to K. seventh
32. K. to Q. third
33. Q. to her Kt. seventh
34. Q. takes Q. R. P.
35. P. takes Kt.
36. K. to Q. B. fourth
37. Q. to R. eighth (check)
38. Q. to K. eighth (b)
39. K. takes Q. B. P.
40. R. to Q. Kt. square

Black. (Mr. ST—N.)

41. Q. to Q. B. sixth (check)
42. Q. takes Q. B. P.
43. Q. to her sixth (check)
44. Q. takes Kt.
45. R. takes P.
46. K. to Kt. square
47. K. to R. second
48. K. R. P. one
49. Q. to Q. Kt. eighth (check)
50. R. to Q. Kt. third (check)
51. Q. takes R. (check)

White. (Mr. —.)

41. K. to Q. Kt. fifth
42. R. to Kt. fourth
43. R. interposes
44. K. B. P. one
45. Q. to R. fifth (check)
46. Q. to her fifth (check)
47. Q. takes Q. P.
48. Q. to K. fifth
49. R. to Q. Kt. fourth
50. K. takes R.

AND BLACK ULTIMATELY WON THE GAME. (c)

Notes to Game CCXXXVII.

(a) The student will perceive, by the following Variation, that White would have lost a piece had he played the obvious move of Rook to King's Rook's square :—

White.

- P. takes Kt.
P. takes R.
R. to K. square
Kt. takes Q.

Black.

- R. to K. R. square
R. takes Q.
P. to K. B. fourth
Q. takes R. (his best move)

(b) Threatening to draw the game by perpetual check.

(c) This game is somewhat feebly opened by White, and many moves exhibit a want of due consideration on his adversary's part; but the latter portion of it is very well played on both sides.

GAME CCXXXVIII.

Between Messrs. E— W— and J— W—, of the Bristol Chess Club.

White. (Mr. E. W.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Q. P. takes P.
5. Kt. to his fifth
6. K. P. one
7. Q. Kt. to B. third
8. K. B. P. two
9. Q. Kt. takes Q. P.
10. Q. takes P.

Black. (Mr. J. W.)

1. K. P. two
2. Q. P. one
3. K. B. P. two
4. K. B. P. takes P.
5. Q. P. one
6. K. Kt. to R. third
7. Q. B. P. one
8. Q. to K. B. third
9. P. takes Kt.
10. Q. Kt. to B. third

White. (Mr. E. W.)

11. K. B. to Q. Kt. fifth
12. Q. B. P. one
13. P. takes B.
14. K. to K. second
15. Q. B. to K. third
16. K. R. to Q. B. square
17. K. to his B. square
18. Q. B. to his fifth (check)
19. Q. takes P. (check)
20. Kt. takes K. P. (check)
21. Q. to her sixth (check)

Black. (Mr. J. W.)

11. K. B. checks
12. B. takes Q. B. P. (check)
13. Q. takes P. (check)
14. K. to his second
15. Q. Kt. P. one
16. Q. to her Kt. seventh (check)
17. K. Kt. to Kt. fifth
18. Q. Kt. P. takes B.
19. K. to B. third
20. K. takes K. P.

BLACK ABANDONED THE GAME.

GAME CCXXXIX.

Between Mr. M—N and Dr. M—, of the Liverpool Chess Club.

Black. (Mr. M—N.)

1. K. B. P. two
2. Q. P. two
3. K. Kt. to B. third
4. K. P. one
5. Q. P. takes P.
6. Q. Kt. to B. third
7. Q. B. to Q. second
8. K. B. to Q. Kt. fifth (check)
9. Castles
10. K. Kt. to Q. fourth
11. Q. Kt. to Q. R. fourth
12. Q. takes B.
13. K. Kt. takes Q.
14. B. takes Kt.
15. B. to Q. Kt. fourth
16. B. takes P.
17. Q. Kt. takes B.
18. Q. Kt. P. two
19. Q. R. P. one
20. K. Kt. to Q. fourth
21. K. R. to K. square
22. P. takes P.
23. K. R. takes R.
24. Q. Kt. P. one
25. Q. Kt. to Q. seventh
26. Q. Kt. P. one
27. R. to Q. R. seventh
28. K. Kt. to Q. Kt. fifth

White. (Dr. M—.)

1. Q. P. two
2. Q. B. P. two
3. K. Kt. to B. third
4. Q. B. to K. B. fourth
5. Q. to Q. R. fourth (check)
6. K. P. one
7. Q. takes P.
8. Q. Kt. to B. third
9. K. B. to Q. third
10. Q. B. to K. fifth
11. Q. B. takes Q. B. P.
12. Q. takes Q.
13. Castles on K. side
14. P. takes B.
15. Q. B. P. one
16. B. takes B.
17. K. R. to Q. B. square
18. Q. R. P. two
19. Q. R. to Q. R. second
20. Kt. to K. Kt. fifth
21. P. takes P.
22. Q. R. takes R.
23. Kt. takes K. P.
24. Kt. to Q. B. fifth
25. K. Kt. P. one
26. Kt. to Q. third
27. R. to Q. B. fifth

BLACK WON THE GAME.

GAME CCXL.

In a Match between Messrs. J—— B——N and S——Y.

Black. (Mr. B——N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. to K. second
4. K. B. P. two
5. K. R. takes B.
6. Q. P. two
7. Q. B. P. one
8. Q. B. takes P.
9. Q. Kt. to Q. second
10. Q. B. to K. Kt. fifth (b)
11. B. takes Kt.
12. K. R. to K. B. square
13. K. R. to B. fourth
14. B. to Q. third
15. Castles
16. Q. R. to K. B. square
17. K. P. takes P.
18. Kt. to K. B. third
19. Kt. to K. fifth
20. K. R. to K. B. second
21. Kt. to K. Kt. fourth
22. K. B. P. one (c)
23. Kt. takes P. (check)
24. Q. to K. seventh

White. (Mr. S——Y.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. to K. second
4. B. takes K. Kt.
5. K. P. takes P. (a)
6. Q. Kt. to B. third
7. Q. P. one
8. K. Kt. to B. third
9. Castles
10. K. R. P. one
11. Q. takes B.
12. Q. to K. Kt. third
13. Kt. to Q. R. fourth
14. K. B. P. two
15. Q. B. to Q. second
16. Q. to K. B. third
17. Q. P. one
18. K. Kt. P. two
19. B. to K. square
20. Q. Kt. P. two
21. Q. to her B. third
22. Q. Kt. P. one
23. K. to K. R. square

WHITE RESIGNED.

Notes to Game CCXL.

(a) In this gambit, ("the Lopez,") it is not advisable for the second player to take the Pawn.

(b) King's Knight's Pawn two squares would also have been a good move.

(c) The attack throughout the game is well sustained.

GAME CCXLI.

One of a Match, recently played, between Mr. C. H——G, of the Brazils,
and Mr. C. F——, of Carlów.

Black. (Mr. H——G.)

1. K. P. two
2. K. B. P. two

White. (Mr. F——.)

1. Q. B. P. two
2. Q. Kt. to B. third

Black. (Mr. H—G.)

3. K. Kt. to B. third
4. Q. B. P. one
5. K. P. one
6. K. B. to Q. third
7. K. B. to Q. B. second
8. Castles
9. Q. P. two
10. K. to R. square
11. Q. R. P. one
12. R. to K. square
13. Q. Kt. P. one
14. Q. B. to K. third
15. Q. B. P. takes P.
16. Q. Kt. to B. third
17. B. to Q. second
18. Q. R. to his second
19. Q. Kt. to K. second
20. K. Kt. P. takes B.
21. Q. P. takes P.
22. Q. Kt. P. one
23. Q. B. to his square
24. K. B. to Q. Kt. square
25. Kt. to K. Kt. third
26. Q. R. to K. Kt. second
27. Q. to K. second
28. Q. to her third
29. Kt. takes Kt.
30. Q. to her B. third
31. Q. to Q. B. second
32. Q. to K. second
33. R. to K. Kt. fifth
34. Q. to K. Kt. second
35. K. R. P. two
36. Q. takes Q.

White. (Mr. F—.)

3. K. P. one
4. Q. P. two
5. Q. B. to Q. second
6. K. B. to K. second
7. Q. to her Kt. third
8. K. B. P. one
9. K. Kt. to R. third
10. K. Kt. to B. second
11. Castles on K.'s side
12. Q. R. to Q. B. square
13. Q. R. P. one
14. Q. B. P. takes P.
15. K. Kt. to R. square
16. Q. to her B. second
17. Q. B. to K. square
18. B. to K. R. fourth
19. B. takes K. Kt.
20. K. B. P. takes P.
21. B. to Q. B. fourth
22. B. to Q. R. second
23. Q. to K. B. second
24. Q. Kt. takes K. P.
25. Q. Kt. to Q. B. fifth
26. K. Kt. to his third
27. K. Kt. to R. fifth
28. K. Kt. to K. B. fourth
29. Q. takes Kt.
30. Q. to K. B. third
31. K. Kt. P. one
32. Q. R. to Q. B. third
33. Q. to her fifth
34. R. to K. B. third
35. Q. to K. B. seventh
36. B. takes Q.

AND WHITE WON THE GAME.

GAME CCXLII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.
(Game 32nd.)

Black. (Mr. M'D.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third

White. (M. DE LA B.)

1. Q. B. P. two
2. K. P. one
3. Q. Kt. to B. third

Black. (Mr. M'D.)

4. Q. B. P. one
5. K. P. one
6. Q. Kt. to R. third
7. Q. Kt. to Q. B. second
8. Q. P. two
9. K. R. P. two
10. Q. B. P. takes P.
11. K. to B. second
12. K. Kt. P. one
13. K. to Kt. second
14. Q. R. P. one
15. Q. Kt. P. two
16. Q. Kt. P. one
17. Kt. to K. third
18. K. B. to Q. third
19. Q. B. takes Kt.
20. B. takes B.
21. Kt. to Q. second
22. K. B. P. takes P.
23. Q. to K. B. square
24. Q. takes Q.
25. K. R. to Q. Kt. square
26. K. to his B. third
27. K. R. to Q. Kt. fifth
28. K. to his fourth
29. K. R. to Q. Kt. square
30. Q. R. P. one
31. K. R. to Q. Kt. sixth
32. Q. R. to Q. Kt. square
33. R. takes R. (check)
34. R. to K. B. square
35. R. to K. B. seventh (check)
36. R. takes R. (check)
37. Kt. to K. B. third
38. K. takes Q. P.
39. K. to K. fourth
40. B. to Q. second
41. P. takes P.
42. K. to Q. third
43. B. to K. Kt. fifth
44. Kt. takes B.
45. Kt. to K. fourth
46. Kt. to Q. B. fifth
47. K. to K. fourth
48. K. to Q. third
49. Kt. to K. fourth

White. (M. DE LA B.)

4. Q. P. two
5. K. B. P. one
6. K. Kt. to R. third
7. Q. to Q. Kt. third
8. Q. B. to Q. second
9. Q. B. P. takes P.
10. K. Kt. to K. B. fourth
11. K. R. P. two
12. Castles
13. B. to K. second
14. Q. B. to K. square
15. K. to Q. Kt. square
16. Q. Kt. to Q. R. fourth
17. Q. B. to K. Kt. third
18. Kt. takes Kt. (check)
19. B. to K. fifth
20. Q. P. takes B.
21. K. B. P. takes P.
22. Q. takes Q. Kt. P.
23. Q. to her sixth
24. P. takes Q.
25. Q. R. to Q. B. square
26. Q. R. to B. sixth
27. K. B. to Q. square
28. Q. R. P. one
29. K. B. to K. second
30. K. R. to Q. square
31. R. to Q. B. third
32. K. to Q. B. second
33. Kt. takes R.
34. K. B. to Q. Kt. fifth
35. R. interposes
36. K. takes R.
37. B. to K. second
38. Kt. to Q. Kt. fifth (check)
39. Kt. to Q. fourth
40. Q. Kt. P. two
41. P. takes P.
42. K. to his square
43. B. takes B.
44. K. to Q. second
45. K. to Q. B. third
46. Kt. to Q. B. second
47. Q. Kt. P. one
48. K. to Q. fourth
49. Kt. to Q. Kt. fourth

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
50. K. Kt. P. one	50. P. takes P.
51. K. R. P. one	51. Kt. takes Q. P.
52. K. R. P. one	52. P. takes P.
53. Kt. to K. B. sixth (check)	53. K. takes K. P.
54. Kt. takes P. (check)	54. K. to Q. fourth

BLACK ABANDONED THE GAME. (a)

Note to Game CCXLII.

(a) This game is extremely well played by M. De la Bourdonnais.

PROBLEMS FOR YOUNG PLAYERS.

No. 69.

Termination of a Game between Messrs. J. B——N and S——Y ;
White (Mr. B.) having to move, played Queen's Bishop to King's seventh ;
Black took the Bishop with his Rook, upon which White gave mate, by
force, in seven moves.

<i>White.</i>	<i>Black.</i>
K. at his second	K. at his R.'s square
R. at Q.'s square	R. at Q. Kt.'s second
B. at K.'s sixth	R. at Q. R.'s square
B. at Q.'s sixth	B. at Q. B.'s sixth
Kt. at K. B.'s third	Kt. at Q. Kt.'s square
Pawns at K. R.'s second, K. Kt.'s second, K. B.'s second, K.'s fourth, Q. B.'s second, and Q. R.'s second	Pawns at K. R.'s second, K. B.'s third, K.'s fourth, Q. B.'s third, Q. Kt.'s fifth, and Q. R.'s fourth

White to mate in seven moves.

No. 70.

<i>White.</i>	<i>Black.</i>
K. at Q. B.'s fifth	K. at Q. B.'s square
R. at Q. B.'s square	

White, playing first, to mate in three moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 67.

White.

1. Kt. to K. B.'s seventh (check)
2. Kt. to K. R.'s sixth (double ch.)
3. Q. to K. Kt.'s eighth (check)
4. Kt. to K. B.'s seventh (MATE).

Black.

1. K. to his Kt.'s square
2. K. to his R.'s square (best)
3. R. takes Q.

No. 68.

White.

1. Q. to K. B.'s second (check)
2. Kt. to Q. R.'s fourth (MATE).

Black.

1. Q. takes Q.

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 93.

By an AMATEUR.

White.

K. at Q. R.'s third
Q. at her B.'s third
R. at Q. B.'s eighth
B. at Q. Kt.'s second
Kt. at Q. Kt.'s fifth
Pawn at Q. R.'s fourth

Black.

K. at Q. Kt.'s third
Q. at K. Kt.'s third
R. at Q.'s eighth
B. at Q. B.'s third
B. at Q. Kt.'s square
Pawns at K. Kt.'s fourth, K. B.'s
fifth, Q. Kt.'s second, and Q. R.'s
fourth

White to win in four moves.

No. 94.

By an AMATEUR.

White.

K. at Q. R.'s second
Q. at Q. R.'s third
R. at Q.'s fourth
B. at K.'s fourth
Kt. at Q. B.'s fifth
Pawns at K. R.'s second, K. Kt.'s
second, Q. Kt.'s second, and
Q. R.'s fourth

Black.

K. at Q. B.'s second
Q. at K. Kt.'s eighth
R. at Q. R.'s square
B. at Q. B.'s square
Kt. at Q. Kt.'s square
Pawns at K. R.'s second, K. Kt.'s
third, Q. B.'s third, Q. B.'s
fifth, Q. Kt.'s fourth, and Q. R.'s
third

White to win in five moves.

No. 95.

By Mr. LEWIS.

<i>White.</i>	<i>Black.</i>
K. at his R.'s second	K. at his Kt.'s square
Q. at her fourth	Q. at her R.'s fourth
B. at Q. B.'s square	B. at Q.'s second
Kt. at K. B.'s third	Kt. at Q. Kt.'s third
Pawns at K. R.'s third, K. Kt.'s second, Q. B.'s fourth, and Q. Kt.'s third	Pawns at K. R.'s second, K. B.'s fourth, Q. B.'s third, Q. Kt.'s second, and Q. R.'s second

White to win.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 76.

<i>White.</i>	<i>Black.</i>
1. P. takes K. R.'s P.	1. B. takes K.'s P.
2. P. one square, becoming a Bishop	2. Kt. to Q.'s fifth
3. Q. R.'s P. one, or (A)	3. B. to Q.'s seventh This is the move which the original inventor of the position overlooked.
4. B. takes Kt. (best)	4. B. to Q. B.'s sixth (check)
5. B. takes B., and Black is stalemated.	

(A)

3. K. B. to Q. R.'s fourth	3. K. takes K.'s B.
4. K. takes P.	4. K. takes Q. R.'s P., and can easily gain or stop the other Pawns, and thus draw the game.

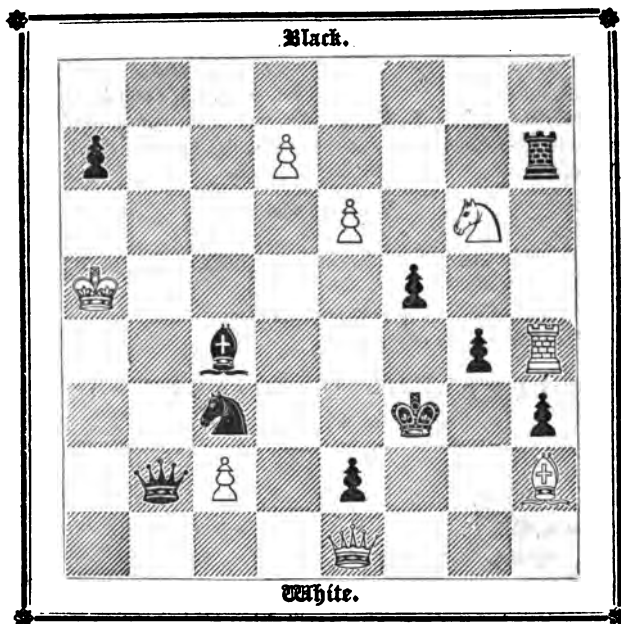
PROBLEM, No. 77.

We strongly suspect that, in this position, Black can force checkmate in seven moves; we think it proper, however, to withhold our solution until we receive M. Chamouillet's, which will be given in the next number of "LE PALAMEDE."

PROBLEM, No. 79.

By M. LAROCHE.

White, playing first, mates in four moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"M. A., GLASGOW."—The game is smartly played on one side: we shall be glad of a few more specimens of the winner's skill.

"INIGO SWILNFF's" solution is correct.

"C. R. L—E."—Received, with thanks.

"W. H."—We have not yet had time to examine the game, but shall take an early opportunity of doing so; and also of calling attention to the interesting MSS. on Chess, which our correspondent describes.

"G. L."—The insertion of "G. L.'s" letters would lead to an interminable controversy.

"P., BRIGHTON"—will find antagonists at "The Albion Reading Rooms," Brighton; and may obtain the new edition of Mr. Lewis's "First Series of Chess Lessons," of any respectable bookseller, or of Mr. Goode, at his Chess Rooms, Ludgate Hill.

"S. S."—The spirited challenge of the Liverpool Chess Club appears on the wrapper of our present number.

CHESS INTELLIGENCE.

WE most earnestly direct the attention of the leading Provincial Chess Societies to the spirited challenge just put forth by the Liverpool Chess Club. It will be a lasting reproach to the fine players of Edinburgh, Leeds, Nottingham, and Bristol, if the gauntlet, so gallantly thrown, be not at once taken up.

From the second number of the new series of "LE PALAMEDE," which has just arrived, we learn that much interest has been excited in Paris, by some games recently played between M. des Châppelles and M. St. Amant; the former giving the large odds of "a Pawn and two Moves." For the gratification of the Chess world, and the interests of "LE PALAMEDE," these valuable games should have been preserved.

A New Edition of "THE FIRST SERIES OF LESSONS ON THE GAME OF CHESS. By W. LEWIS." A copy of this admirable little work has reached us; but we are compelled to postpone our purposed notice of it to another opportunity.

SCACCHIÆ LUDUS.

BY VIDA.

MARCO-GIROLAMO VIDA, the author of this delightful poem, and one of the most distinguished Latin poets that have appeared since the Augustan age, was born at Cremona, about 1470, or, as some will have it, 1490; and was educated at the Universities of Padua and Bologna: in the latter city two of his earlier poems were published, under the name of Marc-Antonio, which he subsequently changed to Marco-Girolamo, on the occasion of his taking orders as a canon regular of Lateran. Of his more considerable poems, which were much applauded, and ranked him among the most eminent geniuses of his age, the work entitled "De Arte Poetica," is supposed to have been first written, the first edition being dated 1527: this was speedily followed by his "Bombyx," and the "Scacchiæ Ludus," or poem on the game of Chess. His two books, "De Republica," contain dialogues, which are the substance of a conversation between him and some learned cardinals at the Council of Trent. These dialogues are models of correctness and elegance of style, and evince that the accomplished author was no less conversant with politics and philosophy than with polite literature. He was made Bishop of Alva in 1552, and died there in 1566.

LVDIMVS effigiem belli, simulataque veris
Prælia, buxo acies fictas, & ludicra regna:
Ut gemini inter se reges, albusque nigerque,
Pro laude oppositi, certent bicoloribus armis.

Dicite, Seriadēs Nymphæ, certamina tanta,
 Carminibus prorsus vatū illibata priorum.
 Nulla via est : tamen ire juvat, quod me rapit ardor,
 Inviaque audaci propero tentare juventa.
 Vos per inaccessibleles rupes, & inhospita euntem
 Saxa, Deæ, regite ; ac secretum ostendite callem.
 Vos hujus ludi in primis meminisse necesse est :
 Vos primæ studia hæc Italīs monstrastis in oris,
 Scacchidis egregiæ monumentum insigne sororis.
 Juppiter Æthiopum sedes, & Memnonis arva
 Iverat, Oceani mensas dignatus amici,
 Qui sibi tum optatis junxit Tellurem hymenæis.
 Affuit unâ omnis Superûm chorus : omnia festo
 Æquoris immensi resonabant littora plausu.
 Ut dapibus compressa fames, mensæque remotæ,
 Quod Superûm mentes ludo mulceret inani,
 Oceanus tabulam afferri jubet interpectam.
 Sexaginta insunt & quatuor ordine sedes
 Octono ; parte ex omni, via limite quadrat
 Ordinibus paribus ; necnon forma omnibus una
 Sedibus, æquale & spatium, sed non color unus :
 Alternant semper variæ, subeuntque vicissim
 Albentes nigris ; testudo picta supernè
 Qualia devexo gestat discrimina tergo.
 Tum Superis tacitè secum mirantibus inquit ;
 Marti aptam sedem, ludicraque castra videtis :
 Hoc campo adversas acies spectare licebit
 Oppositis signis belli simulacra ciere ;
 Quæ quondam sub aquis gaudent spectacula tueri
 Nereides, vastique omnis gens accola ponti ;
 Si quando placidum mare, & humida regna quierunt.
 En verò simulata adsunt qui prælia ludant.

Sic ait ; & versa in tabulam deprompsit ab urna
 Arte laboratam buxum, simulataque nostris
 Corpora, torno acies fictas, albasque, nigrasque ;
 Agmina bina pari numeroque, & viribus æquis ;
 Bis nivea cum veste octo, totidemque nigranti.
 Ut variæ facies, pariter sunt & sua cuique
 Nomina, diversum munus, non æqua potestas.
 Illic & reges paribus capita alta coronis,
 Et regum pariter nuptas in bella paratas,
 Cernere erat : sunt qui pedibus certamina inire
 Sueti ; sunt & equis qui malint, quique sagittis ;
 Nec deest quæ ferat armatas in prælia turres
 Bellua ; utrinque Indos credas spectare elephantēs.

Jamque aciem in versum statuunt, structæque cohortes
 Procedunt campo, castrisque locantur utrisque.
 Linea principio sublimes ultima reges
 Parte utraque capit, quartis in sedibus ambos
 Tractu eodem adversos inter se; sex tamen æquis
 In medio sedes spatiis hinc inde relictæ:
 Sede albus sese nigra tenet, ater in alba.
 Proxima reginas capit orbita: regibus ambæ
 Hærent, quæque suo, dextrum latus altera, lævum
 Altera lege datis tangunt stationibus; atrumque
 Atra tenet campum, spatio stat candida in albo,
 Et proprium servant prima statione colorem.
 Inde sagittiferi juvenes de gente nigranti
 Stant gemini, totidem pariter candore nivali;
 Nomen Areiphilos Graii fecere vocantes,
 Quodd Marti ante alios cari fera bella laceasant.
 Continud hos inter rex, necnon regia conjux
 Clauduntur medii: duo dehinc utrinque corasci
 Auratis equites sagulis, cristisque decori,
 Cornipedes in aperta parant certamina Martis.
 Tum geminæ, velut extremis in cornibus, arces
 Hinc atque hinc altis stant propugnacula muris,
 Quas dorso immanes gestant in bella elephanti.
 Postremò subeunt octo hinc atque inde secundis
 Ordinibus pedites, castrisque armantur utrisque
 Armigeri partim regis, partimque ministræ
 Virginis armisonæ, qui prima pericula belli,
 Congressusque incant primos, pugnamque laceasant.
 Non aliter campis legio se buxea utrinque
 Composuit duplici digestis ordine turmis,
 Adversisque ambæ fulsere coloribus alæ,
 Quàm Gallorum acies, Alpino frigore lactea
 Corpora, si tendant albis in prælia signis,
 Auroræ populos contra, & Phaethonte perustos
 Insano Æthiopas, & nigri Memnonis alas.

Tum pater Oceanus rursum sic ore locutus:
 Cœlicolæ, jam quænam acies, quæ castra, videtis:
 Discite nunc (neque enim sunt hæc sine legibus arma)
 Certandi leges, nequeant quas tendere contra.
 Principio alterni reges in prælia mittunt
 Quem pugne numero ex omni elegere suorum.
 Si niger arma ferens primus processit in æquor,
 Continud adversum semper se candidus offert;
 Nec plures licet ire simul, facto agmine, in hostem.

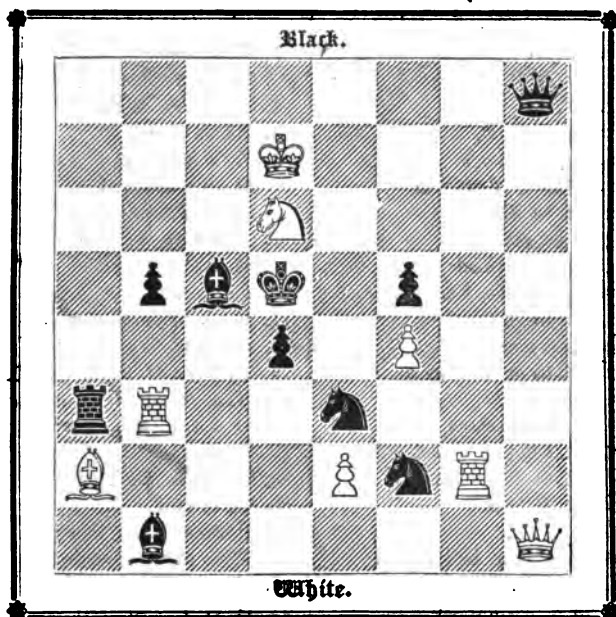
Propositum cunctis unum, studium omnibus unum,
 Obsessos reges inimicæ claudere gentis,
 Ne quò impunè queant fugere, atque instantia fata
 Evitare: etenim capiunt ita prælia finem.
 Haud tamen interea cuneis obstantibus ultro
 Parcunt; sed citiùs quo regem sternere læto
 Desertum evaleant, cædunt ferro obvia passim
 Agmina: rarescunt hîc illic funere semper
 Utraque castra novo, magis ac magis area belli
 Picturata patet; sternuntque caduntque vicissim.
 Sed cædentem opus est sublatis protinus hostis
 Successisse loco, & conatus vindicis alæ
 Sustinuisse semel: mox, si vitaverit ictum,
 Inde referre licet se in tutum præpete planta.
 At pedites prohibent leges certaminis unos,
 Cum semel exierint, (facilis jactura) reverti.
 Nec verò incessus cunctis bellantibus idem,
 Pugnandive modus: pedites in prælia euntes
 Evaleant unam tantùm transmittere sedem;
 Inque hostem tendunt adversi, & limite recto.
 Congressu tamen in primo fas longiùs ire,
 Et duplicare gradus concessum: at comminus hostem
 Cùm feriunt, ictum obliquant, & vulnera furtim
 Intentant semper lateri, cavaque ilia cædunt.
 Sed gemini claudunt aciem qui hinc inde elephantî,
 Cùm turres in bella gerunt, ac prælia miscent;
 Recta fronte valent, dextra, lævaque, retroque,
 Ferre aditum contrà, campumque impunè per omnem
 Proruerè, ac totis passim dare funera castris.
 Ne tamen obliquis occultent nixibus ictum;
 Qui tantùm mos concessus pugnantibus arcu,
 Dilectis Marti ante alios: nam semper uterque
 Fertur in obliquum, spatiis nigrantibus alter,
 Alter candenti semper se limite versat;
 Directisque ineunt ambo fera bella sagittis.
 Nec variare licet, quamvis fas ire per omnem:
 Hinc atque hinc campum, atque omnes percurrere sedes.
 Insultat sonipes ferus, atque repugnat habenis:
 Nunquam continuo stipata per agmina ductu
 Procurrit: tantùm sursum sese arduus effert
 Semper, & in gyrum gressus magno impete lunat
 Curvatos, duplicemque datur transmittere sedem.

(To be continued.)

PROBLEM, No. 80.

By the Rev. H. BOLTON.

White to play, and mate in four moves.



GAME CCXLIII.

Between Mr. C—E and a distinguished Amateur.

White. (Mr. C—E.)

1. K. P. two
2. K. B. P. two
3. K. B. to Q. B. fourth
4. K. to his B. square
5. Q. Kt. to B. third
6. K. Kt. P. one
7. K. to his Kt. second
8. R. takes P.
9. Q. P. two
10. K. B. takes K. B. P. (check)
11. Q. to K. R. fifth (check)
12. B. takes P. (check)
13. K. P. one
14. P. takes Kt. (check)
15. Q. R. to K. square (check)

Black. (Amateur.)

1. K. P. two
2. P. takes P.
3. Q. checks
4. K. Kt. P. two
5. Q. B. P. one
6. P. takes P.
7. P. takes K. R. P.
8. Q. to K. B. fifth
9. Q. to her B. second
10. K. takes B.
11. K. to his second
12. K. Kt. to B. third
13. K. B. to Kt. second
14. B. takes P.

BLACK ABANDONED THE GAME.

GAME CCXLIV.

In a Match between Messrs. S—Y and J. B—N.

Black. (Mr. S—Y.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Kt. takes K. P.
5. K. B. P. two (a)
6. K. B. to Q. B. fourth
7. Q. Kt. to B. third
8. Q. to K. second
9. Q. B. to K. third
10. Q. B. takes Q. Kt.
11. K. Kt. to B. third
12. Q. R. P. one
13. Q. Kt. to Q. R. fourth
14. K. P. one
15. B. to Q. Kt. third
16. Q. Kt. to Q. B. third
17. Q. Kt. to K. fourth
18. K. Kt. P. two
19. P. takes Kt.
20. Q. takes P. at K.'s fourth
21. K. R. to K. B. square
22. Q. to K. second (d)
23. Castles
24. B. to Q. R. second
25. P. takes P.
26. Q. to Q. B. fourth
27. K. to Kt. square
28. Kt. to K. Kt. fifth
29. Q. Kt. P. two
30. Q. to her B. third
31. K. to Q. R. square
32. R. takes R.
33. Kt. takes K. B. P.
34. Q. takes Q. R. P.
35. Q. B. P. one
36. Q. to Q. R. eighth (check)
37. Q. takes Q. B. P. (g)
38. R. to Q. eighth (check) (h)

White. (Mr. J. B—N.)

1. K. P. two
2. Q. Kt. to B. third
3. Kt. takes Q. P.
4. Kt. to K. third
5. K. B. to Q. B. fourth
6. Q. to K. second
7. Q. B. P. one
8. K. Kt. to R. third
9. Q. Kt. to Q. fifth
10. B. takes B.
11. K. B. to Q. B. fourth
12. Castles
13. K. B. to Q. third
14. K. B. to Q. B. second
15. Q. Kt. P. two
16. K. B. to Q. Kt. third
17. Kt. to K. B. fourth (b)
18. Q. P. two
19. P. takes Kt.
20. Q. to her B. fourth (c)
21. Q. B. takes P. at K. B. fourth
22. Q. R. P. two
23. Q. R. P. one
24. Q. Kt. P. one
25. Q. takes P. at her Kt. fifth
26. K. B. to K. sixth (check)
27. Q. to her Kt. third
28. Q. R. P. one
29. Q. R. to his fifth
30. R. takes Q. Kt. P. (check)
31. Q. R. takes K. B. P. (e)
32. B. takes R.
33. R. takes Kt.
34. B. takes K. P. (check)
35. Q. B. to K. Kt. third (f)
36. K. B. to Q. Kt. square
37. Q. to Q. Kt. fifth

WHITE RESIGNED.

Notes to Game CCXLIV.

(a) King's Bishop to Queen's Bishop fourth would have been better play. The present move appears to have been a source of embarrassment to Black throughout the game.

(b) It was important to prevent the Black Knight being posted at his Queen's sixth, before White's Queen's Pawn was advanced.

(c) White's position at this point is evidently much superior to his opponent's; and, with ordinary care in the after play, ought to have determined the battle in his favour.

(d) Had Black taken the Bishop, he would have lost his Queen, or suffered mate in three moves.

(e) He should have played King's Bishop to Queen's fifth.

(f) If, instead of this untoward move, he had played King's Knight's Pawn one square, Black could not have saved the game.

(g) Cleverly played.

(h) Black would have been mated at once, if he had ventured to take the Queen.

GAME CCXLV.

Played between Mr. G. C—, the Secretary of the Armagh Chess Club, and one of the best Players in the Chess Club at Glasgow.

White. (Mr. —.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. B. takes P.
5. P. takes P.
6. Q. Kt. to B. third
7. K. Kt. to B. third
8. Castles (a)
9. Q. B. to K. third
10. Q. R. P. one
11. Q. to her third (b)
12. K. Kt. P. takes B.
13. Kt. to K. second
14. Q. R. to Q. square
15. Q. B. to K. B. fourth
16. Q. B. to K. Kt. fifth
17. K. to R. square
18. K. R. to K. Kt. square
19. K. R. to K. Kt. second
20. Q. R. to K. Kt. square
21. K. R. P. two
22. Q. B. to K. B. fourth

Black. (Mr. G. C—.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. P. takes P.
5. K. Kt. to B. third
6. K. B. to Q. Kt. fifth
7. Castles
8. Q. B. to K. Kt. fifth
9. Q. Kt. to B. third
10. K. B. to Q. R. fourth
11. Q. B. takes K. Kt.
12. Q. to her second
13. Q. R. to Q. square
14. Q. to K. R. sixth
15. Q. Kt. to K. second (c)
16. Q. R. to Q. third
17. K. Kt. to Q. fourth
18. Q. to her second
19. Q. Kt. to K. Kt. third
20. Q. B. P. one
21. K. R. P. one (d)
22. Q. R. to K. B. third

White. (Mr. —.)

23. Q. B. to K. fifth
24. K. R. to R. second
25. K. R. to Kt. second
26. Kt. to K. Kt. third (e)
27. K. B. takes Q.
28. B. takes Kt.
29. B. to Q. B. second
30. R. takes R.
31. R. to K. R. second
32. Kt. to K. B. fifth
33. R. to K. Kt. second
34. Q. Kt. P. takes B.
35. B. to Q. Kt. third
36. Kt. to Q. sixth
37. Kt. takes Q. Kt. P.

Black. (Mr. G. C—.)

23. Q. to K. R. sixth (check)
24. Q. takes P. (check)
25. R. to K. B. fourth
26. Q. takes Q.
27. R. takes Q. B.
28. R. to K. eighth
29. Kt. to K. B. fifth
30. B. takes R.
31. R. to K. square
32. B. to Q. B. sixth
33. Kt. takes R.
34. R. to K. seventh
35. R. takes K. B. P.
36. Kt. takes K. R. P.

BLACK MATES IN TWO MOVES.

Notes to Game CCXLV.

(a) The game is very well opened on both sides, up to this point; the first player ought here to have moved King's Rook's Pawn one square, instead of Castling.

(b) King's Bishop to King's second would have been better play.

(c) The Bishop might now have been brought into play at Queen's Knight's third square with advantage.

(d) We should again have preferred bringing the Bishop to co-operate with the other pieces, by playing him to the Queen's square.

(e) White would have improved his position, we believe, by exchanging Queens, and advancing the King's Rook's Pawn one square.

GAME CCXLVI.

Smart skirmish between Mr. S—y and one of the best Players in the London Chess Club.

Black. (Mr. S—y.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Castles
6. Q. P. two
7. Q. Kt. P. two
8. Q. Kt. P. one
9. B. to Q. fifth
10. Q. Kt. takes Kt.

White. (Mr. —.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. K. Kt. takes K. P.
6. P. takes P.
7. B. to K. second
8. Kt. to Q. R. fourth
9. K. Kt. takes Q. B. P.
10. P. takes Kt.

Black. (Mr. S—Y.)

11. K. Kt. to Kt. fifth
12. Q. to K. R. fifth
13. Q. B. takes B.
14. K. R. checks
15. B. takes Q.

White. (Mr. —.)

11. B. takes Kt.
12. K. Kt. P. one
13. K. Kt. P. takes Q.
14. K. to his B. square

AND BLACK ULTIMATELY WON THE GAME.

GAME CCXLVII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 33rd.)

White. (M. DE LA B.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. B. takes P.
5. P. takes P.
6. K. Kt. to B. third
7. Castles
8. K. R. P. one
9. Q. Kt. to B. third
10. B. to Q. Kt. third
11. Q. B. to K. third
12. Q. to K. second
13. Q. R. to K. square
14. Q. B. takes K. B. P.
15. Q. takes B.
16. R. takes Q.
17. R. to K. fourth (b)
18. Kt. takes Kt.
19. R. to K. third
20. Kt. to K. fifth
21. K. R. to Q. B. square
22. R. to Q. B. seventh
23. R. to K. Kt. third
24. B. takes Q. P. (d)
25. R. takes B.
26. Kt. takes R. (check)

Black. (Mr. M'D.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. K. P. takes P.
5. K. Kt. to B. third
6. K. B. to K. second
7. Castles
8. Q. Kt. to Q. second
9. Kt. to Q. Kt. third
10. Q. B. P. one
11. K. Kt. to Q. fourth
12. K. B. P. two
13. K. B. P. one (a)
14. R. takes B.
15. Q. takes Q.
16. K. to his B. square
17. R. to K. B. third
18. P. takes Kt.
19. B. to K. B. fourth
20. K. R. P. one (c)
21. R. to Q. square
22. Q. B. to his square
23. Q. B. to Q. second
24. Kt. takes B.
25. R. takes R.

BLACK RESIGNED.

Notes to Game CCXLVII.

- (a) King to Rook's square, we think, would have been preferable.
- (b) In Greenwood Walker's collection of the games between M. De la

Bourdonnais and Mr. M'Donnel, this move is printed "R. to K.'s fifth;" an error which, as it is far from obvious, and detracts materially from the merit of the subsequent moves, we have thought it necessary to point out.

(c) Queen's Rook to Queen's Bishop's square would have been better play.

(d) This and the succeeding moves are well played by M. De la Bourdonnais.

PROBLEMS FOR YOUNG PLAYERS.

No. 71.

By R. A. B.

<i>White.</i>	<i>Black.</i>
K. at Q. R.'s second	K. at Q. B.'s square
R. at Q. Kt.'s square	Q. at K.'s square
R. at Q. Kt.'s seventh	R. at Q. R.'s square
Kt. at Q. B.'s third	B. at K.'s second
Kt. at K.'s sixth	R. at Q.'s second
Pawns at Q. R.'s fourth, Q. B.'s fourth, Q.'s fifth, and K.'s fourth	Pawns at Q. R.'s fourth, Q. B.'s second, Q.'s third, Q. B.'s fourth, and K.'s fourth

White to play, and mate in four moves.

No. 72.

By C. R. L.—R.

<i>White.</i>	<i>Black.</i>
K. at Q. R.'s square	K. at his third
Q. at K. Kt.'s seventh	Q. at her square
R. at Q.'s third	R. at Q.'s third
B. at K. B.'s square	R. at Q. Kt.'s square
B. at Q. R.'s third	B. at K. R.'s second
Pawns at K. Kt.'s fourth, and Q. R.'s second	Kt. at K. Kt.'s sixth
	Pawns at K. B.'s fourth, Q. B.'s fifth, and Q. B.'s seventh

White, playing first, mates in three moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 69.

- | <i>White.</i> | <i>Black.</i> |
|----------------------------------|------------------------------|
| 1. Q. B. to K.'s seventh | 1. R. takes B. |
| 2. R. to Q.'s eighth (check) | 2. K. to Kt.'s second |
| 3. R. to K. Kt.'s eighth (check) | 3. K. to R.'s third |
| 4. Kt. to R.'s fourth | 4. R. to K. Kt.'s second (a) |
| 5. Kt. to K. B.'s fifth (check) | 5. K. to Kt.'s fourth |
| 6. R. takes R. (check) | 6. K. to K. B.'s fifth |
| 7. Kt.'s P. one (check) | 7. K. takes K.'s P. |
| 8. R. to K. Kt.'s fourth (check) | |

MATE.

(a) If he move otherwise, mate may be given in two moves.

No. 70.

- | <i>White.</i> | <i>Black.</i> |
|------------------------|------------------------------|
| 1. K. to Q. B.'s sixth | 1. K. to Q.'s square, or (A) |
| 2. R. to K.'s square | 2. K. to Q. B.'s square |
| 3. R. MATES. | |
- (A)
- | | |
|-------------------------|--------------------------|
| 2. R. to Q. R.'s square | 1. K. to Q. Kt.'s square |
| 3. R. MATES. | 2. K. to Q. B.'s square |

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 96.

- | <i>White.</i> | <i>Black.</i> |
|---|----------------------|
| K. at Q. B.'s sixth | K. at Q. R.'s square |
| Kt. at Q.'s fifth | |
| Kt. at Q. Kt.'s fifth | |
| Pawns at Q. B.'s fifth, and Q. R.'s fifth | |

White, having to play, engages to give check with one of his Pawns, and on the next move to mate with the other Pawn.

No. 97.

White.
 K. at Q.'s sixth
 R. at K.'s second
 B. at K.'s square
 Kt. at Q. B.'s seventh
 Pawns at Q. B.'s fourth, and Q.
 R.'s fourth

Black.
 K. at Q. B.'s square

White to play, and give checkmate in five moves, with either Pawn Black may choose.

No. 98.

White.
 K. at Q. B.'s eighth
 Q. at K.'s fifth
 R. at Q. Kt.'s eighth
 B. at Q.'s fourth
 Kt. at Q. Kt.'s sixth
 Pawn at Q. R.'s fifth

Black.
 K. at Q. R.'s second
 Kt. at Q. Kt.'s fourth
 Pawn at Q. R.'s third

White to play, and mate with his Pawn in five moves.

No. 99.

White.
 K. at his R.'s square
 Q. at her third
 B. at Q.'s square
 Pawns at K.'s fifth, Q.'s sixth,
 Q.'s fourth, and Q. B.'s fifth

Black.
 K. at Q.'s fourth

White playing first, engages to give mate in nine moves at most, with any one of his Pawns.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 78.

As there appears to be more than one mode by which White may win the game in this situation, we think it but fair to withhold our solution until the inventor publishes his.

No. 79.

White.

1. Q. to K. Kt.'s third (check)
2. Q. to K. B.'s fourth (check)
3. Q. to K.'s fifth (check)
4. Q.'s P. one square, becoming a Knight (check) MATE.

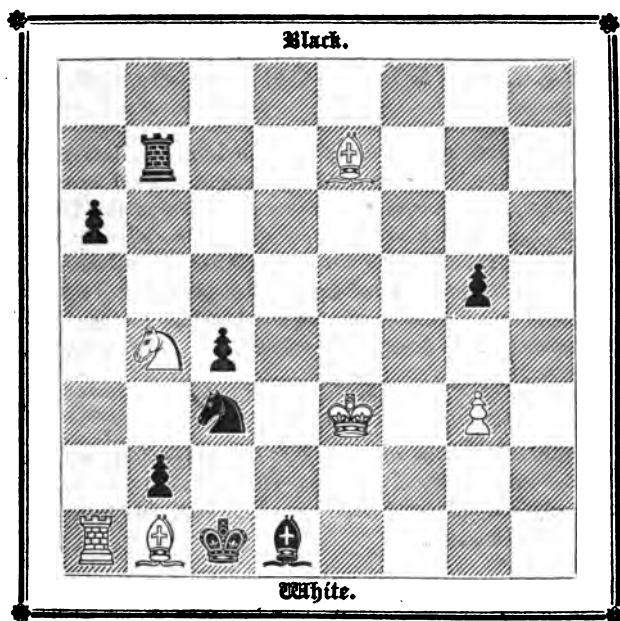
Black.

1. K. to his fifth
2. K. to Q.'s fourth
3. K. to Q. B.'s third

PROBLEM, No. 81.

By the Rev. H. BOLTON.

White, playing first, effects checkmate in seven moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"**THISTLE.**"—The first game in the Match between the London and Edinburgh Chess Clubs, will appear in our next.

"**DUBIOUS.**"—Mr. Lewis has had nearly twenty years' experience of the scribe, and estimates his laudation at its precise value.

"**INIGO.**"—The solution shall be examined.

"F. W. C., HALIFAX."—Received, with thanks.

"G. C., ARMAGH."—We shall avail ourselves of the games immediately.

"A LIVERPOOL SUBSCRIBER."—Full particulars will be given by Mr. Lewis shortly.

"H. R., WAKEFIELD."—A private communication has been forwarded.

"R. A. B., LEEDS."—Highly acceptable just now.

"JUVENILE."—Elementary lessons on the game will be continued with as much regularity as our present arrangements admit.

Several communications which have reached us shall be replied to in the following number.

LAWS OF CHESS,

AS LATELY REVISED BY A COMMITTEE OF

THE LONDON CHESS CLUB.

"An attempt having been lately made to introduce into the Chess Clubs some new, and, I venture to add, ridiculous Laws, I have been requested by many Amateurs to give the correct Code in this Edition. I am fortunate in being enabled to comply with their wishes by the kindness of the COMMITTEE of the LONDON CHESS CLUB, established in 1807, who, having recently revised the Laws adopted by that Society, and which have been in general use during the last half century, have permitted the publication of them in this volume. W. LEWIS." *

I.

The Chess-board must be so placed that each player has a white corner square nearest his right-hand. If the board have been improperly placed, it must be adjusted, provided *four* moves on each side have not been played, but not afterwards.

II.

If a piece or Pawn be misplaced at the beginning of the game, either player may insist upon the mistake being rectified, if he discover it before playing his fourth move, but not afterwards.

III.

Should a player, at the commencement of the game, omit to place all his men on the board, he may correct the omission before playing his fourth move, but not afterwards.

* First Series of Progressive Lessons on the Game of Chess.

IV.

If a player, undertaking to give the odds of a piece or Pawn, neglect to remove it from the board, his adversary, after *four* moves have been played on each side, has the choice of proceeding with, or recommencing the game.

V.

When no odds are given, the players must take the first move of each game alternately, drawing lots to determine who shall begin the first game. If a game be drawn, the player, who began it, has the first move of the following one.

VI.

The player who gives odds, has the right of moving first in each game, unless otherwise agreed. Whenever a Pawn is given, it is understood to be always the King's Bishop's Pawn.

VII.

A piece or Pawn touched must be played, unless, at the moment of touching it, the player say "*J'adoube*," or words to that effect; *but if a piece or Pawn be displaced or overturned by accident, it may be restored to its place.*

VIII.

While a player holds the piece or Pawn he has touched, he may play it to any other than the square he took it from, but, having quitted it, he cannot recall the move.

IX.

Should a player touch one of his adversary's pieces or Pawns, without saying "*J'adoube*," or words to that effect, his adversary may compel him to take it; but if it cannot be legally taken, he may oblige him to move the King; should his King, however, be so posted that he cannot be legally moved, no penalty can be inflicted.

X.

Should a player move one of his adversary's men, his antagonist has the option of compelling him—1st, to replace the piece or Pawn and move his King; 2nd, to replace the piece or Pawn and take it; 3rd, to let the piece or Pawn remain on the square to which it had been played, as if the move were correct.

XI.

If a player take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a piece or Pawn that can legally take it, or to move his own piece or Pawn which he touched.

XII.

Should a player take one of his own men with another, his adversary has the option of obliging him to move either.

XIII.

If a player make a false move, i. e., play a piece or Pawn to any square to which it cannot legally be moved, his adversary has the choice of three penalties; viz., 1st, of compelling him to let the piece or Pawn remain on the square to which he played it; 2nd, to move it correctly to another square; 3rd, to replace the piece or Pawn and move his King.

XIV.

Should a player move out of his turn, his adversary may choose whether both moves shall remain, or the second be retracted.

XV.

When a Pawn is first moved in a game, it may be played one or two squares; but in the latter case the opponent has the privilege of taking it *en passant* with any Pawn which could have taken it had it been played one square only. A Pawn cannot be taken *en passant* by a piece.

XVI.

A player cannot castle in the following cases :—

1. If the King or Rook have been moved.
2. If the King be in check.
3. If there be any piece between the King and Rook.
4. If the King pass over any square attacked by one of the adversary's pieces or Pawns.

Should a player castle in any of the above cases, his adversary has the choice of three penalties; viz., 1st, of insisting that the move remain; 2nd, of compelling him to move the King; 3rd, of compelling him to move the Rook.

XVII.

If a player touch a piece or Pawn that cannot be moved without leaving the King in check, he must replace the piece or Pawn and move his King; but if the King cannot be moved, no penalty can be inflicted.

XVIII.

If a player attack the adverse King without saying "Check," his adversary is not obliged to attend to it; but, if the former, in playing his next move, were to say "Check," each player must retract his last move, and he that is under check must obviate it.

XIX.

If the King has been in check for several moves, and it cannot be ascertained how it occurred, the player whose King is in check must

retract his last move and free his King from the check; but if the moves made subsequent to the check be known, they must be retracted.

XX.

Should a player say "Check" without giving it, and his adversary in consequence move his King, or touch a piece or Pawn to interpose, he may retract such move, provided his adversary have not completed his next move.

XXI.

Every Pawn which has reached the eighth or last square of the Chess-board, must be immediately exchanged for a Queen or any other piece the player may think fit, even though all the pieces remain on the board. It follows, therefore, that he may have two or more Queens, three or more Rooks, Bishops, or Knights.

XXII.

If a player remain, at the end of the game, with a Rook and Bishop against a Rook; with both Bishops only; with Knight and Bishop only, &c., he must checkmate his adversary in fifty moves on each side at most, or the game will be considered as drawn: the fifty moves commence from the time the adversary gives notice that he will count them. The law holds good for all other checkmates of pieces only, such as Queen, or Rook only, Queen against a Rook, &c. &c.

XXIII.

If a player agree to checkmate with a particular piece or Pawn, or on a particular square, or engage to force his adversary to stalemate or checkmate him, he is not restricted to any number of moves.

XXIV.

A stalemate is a drawn game.

XXV.

If a player make a false move, castle improperly, &c. &c., the adversary must take notice of such irregularity before he touches a piece or Pawn, or he will not be allowed to inflict any penalty.

XXVI.

Should any question arise respecting which there is no law, or in case of a dispute respecting any law, the players must refer the point to the most skilful and disinterested bystanders, and their decision must be considered as conclusive.

SCACCHILÆ LUDUS.

BY VIDA.

(Continued from page 256.)

Si nigrante prius campo expectaverit, album
 Mox petere, & sedis semper mutare colorem
 Lex jubet, ac certo semper se sistere saltu.
 At regina, furens animis, pars optima belli,
 In frontem, in terga, ac dextram, lævamque movetur,
 Itque iter obliquum, sed semper tramite recto
 Procedit; neque enim curvato insurgere saltu
 Cornipedum de more licet: non terminus olli,
 Nec cursus meta ulla datur: quocunque libido
 Impulerit, licet ire; modò ne ex agmine quisquam
 Hostilive suove aditus occludat eunti.
 Nulli etenim super educto fas agmina saltu
 Transilisse: equiti tantùm hæc concessa potestas.
 Cautiùs arma movent gentis regnator uterque,
 In quibus est omnis spes, ac fiducia belli.
 Omnibus, incolumi rege, stat cernere ferro;
 Sublato, pugna excedunt, & castra relinquunt:
 Ille adèd in bello captus secum omnia vertit.
 Ergo, hærens cunctatur; eum venerantur, & omnes
 Agmine circumstant denso, mediumque tuentur:
 Utque armis sæpe eripiant, sua corpora bello
 Objiciunt, mortemque optant pro rege pacisci.
 Non illi studium feriendi, aut arma ciendi:
 Se tegere est satis, atque instantia fata cavere.
 Haud tamen obtulerit se quisquam impunè propinquum
 Obvius; ex omni nam summum parte nocendi
 Jus habet: ille quidem haud procurrare longiùs ausit;
 Sed postquam auspiciis primis progressus ab aula
 Mutavit sedes proprias, non ampliùs uno
 Ulteriùs fas ire gradu, seu vulneret hostem,
 Seu vim tela ferunt nullam, atque innoxius erret.
 Hic mos certandi, hæc belli antiquissima jura.
 Nunc aciem inter se certantes cernite utramque.
 Sic ait: at quoniam, quoties fera bella fatigant
 Mortales, Superi, studiis diversa foventes,
 Ipsi etiam inter sese odiis bellantur iniquis,
 Maximaque interdum toto ardent prælia cælo;
 Juppiter omnipotens solio rex fatus ab alto
 Omnes abstinuisse jubet mortalibus armis;
 Atque minis, ne quem foveant perterret acerbis.

Tum Phœbum vocat intonsum, Atlantisque nepotem,
 Egregium furto peperit quem candida Maia,
 Insignes ambos facie, & florentibus annis.
 Nondum Mercurius levibus talaria plantis
 Addiderat : nondum Titania lumina agebat
 Per liquidum curru gemmato Phœbus Olympum,
 Tantùm humeros pharetrâ insignis, & crinibus aureis.
 Hos Pater adversis solos decernere jussit
 Inter se studiis, & ludicra bella fovere,
 Ac partes tutari ambas, quas vellet uterque :
 Necnon proposuit victori præmia digna.
 Dii magni sedere : Deûm stat turba minorum
 Circumfusa ; cavent sed lege, & fœdere pacto,
 Ne quisquam, voce aut nutu, ludentibus ausit
 Prævisos monstrare ictus. Quem denique primum
 Sors inferre aciem vocet, atque invadere Martem,
 Quæsitum : primumque locum certaminis albo
 Ductori tulit, ut quem vellet primus in hostem
 Mitteret : id sanè magni referre putabant.
 Tum tacitus secum versat, quem ducere contrâ
 Conveniat, peditemque jubet procedere campum
 In medium, qui reginam dirimebat ab hoste.
 Ille gradus duplices superat : cui tum arbiter ater
 Ipse etiam adversum recto de gente nigranti
 Tramite agit peditem, atque jubet subsistere contra
 Advenientem hostem, paribusque occurrere in armis.
 Stant ergo adversis inter se frontibus ambo,
 In mediis campi spatiis, ac mutua tentant
 Vulnera, nequicquam : nequē enim vis ulla nocendi est
 Armigeris, tractu dum miscent prælia eodem.
 Subsidio socii dextra, lævaque frequentes
 Hinc atque hinc subeunt, latè & loca milite complent,
 Alternantque vices : necdum tamen horrida miscent
 Prælia, sed placidus mediis Mars ludit in armis ;
 Excursusque breves tentant, tutique tenent se.
 Jamque pedes nigri rectoris, qui prior hostem
 Contra iit, obliquum læva clam strinxerat ensem,
 Atque album è mediis peditem citus abstulit armis,
 Illiusque locum arripuit præstantibus ausis :
 Ah miser ! instantem lateri non viderat hostem ;
 Ipse etiam cadit, & pugnas in morte relinquit.
 Tum cautus fuscæ regnator gentis ab aula
 Subduxit sese media, penitusque repôstis
 Castrorum latebris extrema in fauce recondit,

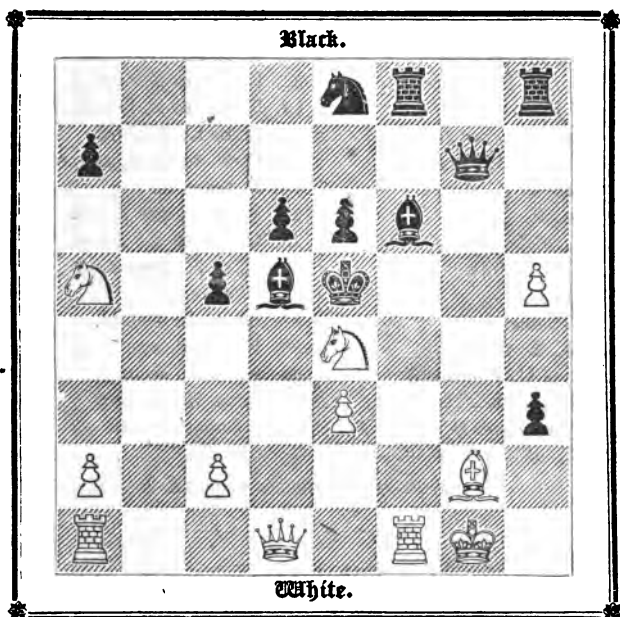
Et peditum cuneis stipantibus abditus hæsit.
 Nec mora, surgit eques bellator lævus utrinque,
 Et mediis hinc inde insultant cœtibus ambo,
 Alternique ruunt, & spargunt fata per hostes.
 Sternuntur pedites passim, miseranda juvenus,
 Quòd nequeant revocare gradum : sonat ungula campo
 In medio, & totis miscentur funera castris.
 Dum verò peditum intentus Latonius heros
 Cœdibus instat atrox, equitamque per agmina versat
 Vastatorem alæ piceæ ; longè Arcada major
 Ardor agit tacitis jamdudum invadere furtis.
 Magnum aliquid ; peditumque ultro sæpe obvia transit
 Agmina, cornipedem ducens in prælia lævum,
 Qui regi insidias tendens huc vertitur, atque huc,
 Per mediosque hostes impunè infrenis oberrat.
 Constitit, optataque diu statione, potitus
 Letum intentabat pariter regique, elephantique,
 Alæ qui dextro cernu turritus in auras
 Attollens caput, ingenti se mole tenebat.
 Delius ingemuit, clauso succurrere regi
 Admonitus ; namque indefensum in morte elephantem
 Linquere se videt, atque ambos non posse periclo
 Eripere, & fati urgeri cernit iniquis.
 Cura prior sed enim est trepidum defendere regem,
 Quem rapit in dextrum latus : at niger emicat ense
 Stricto eques, & magnis elephantem intercipit ausis,
 Damnum ingens ; neque enim est, sævæ post virginis arma,
 Bellantum numero ex omni magis utilis alter.
 Non tamen impunè evades, ait acer Apollo ;
 Et peditum cuneis densaque indagine cingit.
 Ille igitur trepidare metu, certique pericli
 Frustra velle fugam : nam, hinc fata minatur Amazon,
 Inde obstat conserta phalanx : tandem altius acto
 Virginis ense cadit, pulchræ solatia mortis.
 Æstuat alba cohors latere heu ! minùs utilis uno,
 Et magis atque magis furit acri accensa dolore.
 Sicut ubi dextrum taurus certamine cornu
 Amisit, dum se adverso fert pectore in hostem,
 Sævior in pugnam ruit, armos sanguine, & altè
 Colla animosa lavans : gemita omnis sylva remugit.

(To be continued.)

PROBLEM, No. 82.

By Mr. J. K—L, of Liverpool.

White to move, and mate in five moves.



GAME CCXLVIII.

Played in a Match between Messrs. J. B—N and S—Y.

White. (Mr. B—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. to K. second
4. K. B. P. two
5. K. Kt. to B. third
6. K. R. P. one
7. B. takes B.
8. Q. B. P. one
9. Q. P. one
10. B. takes P.
11. B. to K. third
12. Q. takes B.
13. Q. Kt. to Q. second
14. Castles on K.'s side
15. K. to R. second

Black. (Mr. S—Y.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. one
4. Q. Kt. to B. third
5. K. Kt. to B. third
6. Q. B. to K. third
7. K. B. P. takes B.
8. K. B. to Q. Kt. third
9. K. P. takes K. B. P.
10. K. P. one
11. B. takes B.
12. Castles
13. Q. Kt. P. two
14. K. Kt. to R. fourth
15. Q. to K. second

White. (Mr. B—N.)

16. Q. P. one
17. Q. P. one
18. Q. Kt. P. one
19. Q. R. P. two
20. P. takes P.
21. Q. R. to his fifth
22. K. R. to Q. R. square
23. K. Kt. P. one
24. Q. R. to his seventh
25. K. R. to K. B. square
26. K. R. to Q. R. square
27. R. takes R.
28. K. Kt. to R. fourth
29. K. Kt. to B. fifth
30. R. takes R.
31. K. R. P. one
32. Q. to K. B. third
33. Kt. takes Q. P. (check)
34. Kt. takes Q. Kt. P.
35. Q. P. one (check)
36. Q. to K. B. seventh

Black. (Mr. S—Y.)

16. Q. R. to K. square
17. Q. Kt. to Q. square
18. Q. B. P. two
19. Q. R. P. one
20. P. takes P.
21. Q. Kt. to K. B. second
22. K. Kt. to B. fifth
23. K. Kt. to R. fourth
24. Q. to K. B. third
25. Q. R. to Q. R. square
26. R. takes R.
27. K. R. P. one
28. Q. Kt. to Kt. fourth
29. R. to K. B. second
30. K. takes R.
31. Kt. to R. second
32. K. Kt. P. one
33. K. to his second
34. Q. to Q. R. third
35. K. to Q. square

BLACK GAVE UP THE GAME.

GAME CCXLIX.

Between Messrs. C—E and ST—N.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Q. Kt. P. two
6. Q. R. P. two
7. Q. R. P. one
8. K. R. P. one
9. Q. P. one
10. Castles
11. Kt. to K. R. second
12. K. to R. square
13. K. B. P. two
14. Q. B. takes P.
15. Q. Kt. to Q. second (a)
16. R. takes Kt.
17. R. to K. B. square
18. Q. takes B.

Black. (Mr. ST—N.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. K. B. to Q. Kt. third
6. Q. R. P. one
7. B. to Q. R. second
8. K. Kt. to B. third
9. K. R. P. one
10. Castles
11. Q. Kt. to K. second
12. Q. Kt. to K. Kt. third
13. K. P. takes P.
14. Q. B. to K. third
15. Kt. takes B.
16. B. to K. sixth
17. B. takes Q. Kt.
18. B. takes B.

<i>White.</i> (Mr. C—E.)	<i>Black.</i> (Mr. ST—N.)
19. Q. P. takes B.	19. Kt. takes K. P.
20. Q. to K. third	20. K. B. P. two
21. K. Kt. P. two	21. Q. to K. R. fifth
22. K. to his Kt. second	22. P. takes K. Kt. P.
23. Kt. takes P. (b)	23. Kt. to K. Kt. fourth
24. Q. to her third	24. K. R. P. one
25. Kt. to K. R. second	25. Q. to K. fifth (check)
26. Q. takes Q.	26. Kt. takes Q.
27. R. takes R. (check)	27. R. takes R.
28. R. to K. square	28. Kt. takes P.
29. R. to K. seventh	29. R. to K. B. second
30. R. to K. eighth (check)	30. K. to R. second
31. Kt. to K. B. third	31. R. to K. B. fifth
32. R. to Q. Kt. eighth	32. R. takes Q. B. P.
33. R. takes Q. Kt. P.	33. Kt. to Q. Kt. fourth
34. Kt. to Kt. fifth (check)	34. K. to Kt. third
35. Kt. to K. sixth	35. K. to B. third

WHITE RESIGNED.

Notes to Game CCXLIX.

(a) White played ill here; he should have moved the Knight to Rook's third.

(b) It is obvious that White would have lost his Queen had he ventured to take the Knight.

GAME CCL.

Played at the University of Bonn, by two Amateurs.

<i>White.</i> (M. H—T.)	<i>Black.</i> (M. —.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. Kt. P. two	4. B. takes Q. Kt. P.
5. Q. B. P. one	5. B. to Q. R. fourth
6. Castles	6. Q. P. one
7. Q. P. two	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. P. one	9. Q. Kt. to K. second
10. Q. B. to Q. Kt. second	10. K. B. P. one
11. Q. R. P. two	11. Q. R. P. two
12. K. Kt. to Q. fourth	12. Q. Kt. to K. Kt. third
13. K. B. P. two	13. K. Kt. to R. third
14. K. to his R. square	14. Castles
15. Kt. to K. sixth	15. Q. B. takes Kt.

White. (M. H—T.)

16. Q. P. takes B.
17. Q. Kt. to B. third
18. Q. B. to Q. R. third
19. B. takes B.
20. Q. R. to Q. Kt. square
21. Q. to her Kt. third
22. K. R. to Q. square
23. K. R. P. one
24. K. B. P. one
25. K. Kt. P. two
26. Kt. P. takes P.
27. K. R. to K. Kt. square
28. Q. to her Kt. sixth
29. Kt. to K. second
30. Q. to her B. seventh
31. Q. R. to Q. Kt. second

Black. (M. —.)

16. Q. to K. second
17. Q. B. P. one
18. B. to Q. B. fourth
19. P. takes B.
20. K. R. to Q. square
21. K. R. to Q. Kt. square
22. Q. Kt. to K. B. square
23. K. to R. square
24. K. Kt. P. one
25. P. takes P.
26. K. Kt. to his square
27. Q. R. to R. second
28. Q. R. to his square
29. Q. Kt. to Q. second
30. K. R. to Q. square

BLACK ABANDONED THE GAME.

GAME GCLI.

Between Messrs. E. W——s and J. H. S——t, of the Bristol Chess Club. *Mr. E. W——s playing without the advantage of seeing the Chess-board.*

White. (Mr. E. W——s.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. P. one
5. Q. B. P. one
6. Q. P. two
7. K. B. to Q. third
8. B. to Q. B. second
9. Castles
10. Kt. to Kt. fifth
11. Q. Kt. P. one
12. P. takes P.
13. K. Kt. P. two
14. Kt. to R. third
15. P. takes P.
16. Q. Kt. to R. third
17. Q. B. takes B.
18. Q. R. to Kt. square
19. B. to Q. B. fifth
20. Q. to K. second
21. B. to Q. R. fourth

Black. (Mr. S——t.)

1. Q. B. P. two
2. K. P. one
3. Q. P. two
4. K. B. to K. second
5. Q. B. to Q. second
6. Q. Kt. to B. third
7. Q. B. P. one
8. K. B. P. two
9. Q. R. P. one
10. K. Kt. P. one
11. Q. Kt. P. two
12. Q. Kt. P. takes P.
13. K. R. P. one
14. Q. to her Kt. third
15. K. P. takes P.
16. B. takes Kt.
17. K. Kt. to K. second
18. Q. to Q. R. second
19. Q. to B. second
20. B. to K. third
21. K. to Q. second

<i>White.</i> (Mr. E. W—s.)	<i>Black.</i> (Mr. S—r.)
22. R. to Kt. sixth	22. K. R. to Q. Kt.
23. K. R. to Q. Kt.	23. R. takes R.
24. R. takes R.	24. R. to Q. Kt.
25. Q. to Q. Kt. second	25. R. takes R.
26. Q. takes R.	26. Q. takes Q.
27. B. takes Q.	27. Kt. to Q. B. square
28. B. to B. fifth	28. K. to B. second
29. B. takes Kt.	29. K. takes B.
30. B. to K. B. eighth	30. K. R. P. one
31. Kt. to Kt. fifth	31. K. to Q. second
32. Kt. takes B.	32. K. takes Kt.
33. B. to B. fifth	33. Q. R. P. one
34. K. to Kt. second	34. Kt. to K. second
35. B. takes Kt.	35. K. takes B.
36. K. to Kt. third	36. K. to K. third
37. K. to R. fourth	37. K. to K. second
38. K. to Kt. fifth	38. K. to B. second
39. K. R. P. two	39. Q. R. P. one
40. Q. R. P. one	40. K. to Kt. second
41. K. P. one	41. K. to B. square
42. K. to B. sixth	42. K. to K. square
43. K. takes P.	43. K. to K. second
44. K. takes B. P.	44. K. to K. square
45. K. to B. sixth	45. K. to B. square
46. B. P. one	46. K. to Kt. square
47. P. one	47. K. to R. second
48. P. queens	48. K. to R. third
49. Q. to R. eighth, MATE. (a)	

Note to Game CCLI.

(a) This game is remarkably well contested by the blindfold player.

GAME CCLII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 34th.)

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two.	2. K. P. one
3. K. Kt. to B. third	3. Q. P. two
4. K. P. one	4. Q. Kt. to B. third
5. Q. B. P. one	5. K. B. P. one
6. Q. Kt. to R. third	6. K. Kt. to R. third
7. Q. Kt. to B. second	7. Q. to her Kt. third
8. Q. P. two	8. Q. B. to Q. second

Black. (Mr. M'D.)

9. K. R. P. two
10. Q. R. P. one
11. Q. Kt. P' two
12. Q. B. P. takes P.
13. K. to B. second
14. K. B. to Q. third
15. Q. B. to Q. second
16. K. to Kt. third
17. Q. to K. second
18. Q. R. P. one
19. Q. R. P. one
20. Q. Kt. P. one
21. K. to R. third
22. Q. Kt. takes Kt.
23. Q. Kt. P. one
24. K. Kt. takes P. (*b*)
25. Q. takes Q.
26. Q. B. takes P.
27. K. B. to Q. Kt. fifth
28. K. Kt. P. one
29. P. takes Q. R. P. (check)
30. Q. R. P. one
31. B. takes P.
32. Q. B. takes B.
33. K. B. takes B.
34. Kt. takes K. P.
35. K. R. to K. Kt. square
36. K. to Kt. second
37. K. R. to Q. Kt. square
38. K. to his Kt. square
39. Q. R. to his third
40. R. takes R.
41. K. to Kt. second
42. K. to his B. square
43. Kt. to K. B. fourth
44. K. to his second
45. K. to Q. square
46. Kt. takes K. R. P.
47. Kt. to K. B. fourth
48. K. to his second
49. Kt. to Q. fifth
50. K. to his B. third
51. K. takes Kt.

White. (M. DE LA B.)

9. Castles
10. K. to Kt. square
11. Q. B. P. takes Q. P.
12. K. Kt. to K. B. fourth
13. K. R. P. two
14. K. Kt. to R. third (*a*)
15. K. Kt. to his fifth (check)
16. Q. R. to Q. B. square
17. K. B. to K. second
18. K. Kt. P. two
19. Q. to Q. B. second
20. P. takes K. B. P. (check)
21. Q. Kt. takes Q. P.
22. K. B. P. takes K. P.
23. Q. to her third
24. Q. takes Kt.
25. Kt. takes Q.
26. K. B. to Q. third
27. Q. R. to B. sixth (check)
28. Q. B. to Q. B. square
29. K. to R. square
30. P. takes P. (*c*)
31. Kt. to K. B. second
32. Kt. takes B.
33. K. R. takes B.
34. Kt. to K. fifth
35. Kt. to K. B. seventh (check) (*d*)
36. Kt. to K. Kt. fifth
37. R. to Q. B. seventh (check)
38. Kt. to K. fourth
39. R. to Q. B. eighth (check)
40. R. takes R. (check)
41. R. to Q. B. seventh (check)
42. R. to Q. B. third
43. Q. P. one
44. R. checks
45. R. to Q. B. fifth
46. Kt. to K. Kt. fifth
47. Kt. to K. sixth (check)
48. Kt. to K. B. fourth
49. Kt. takes P. (check)
50. R. to Q. B. third

BLACK WON THE GAME.

Notes to Game CCLII.

(a) If White had taken the Queen's Pawn with his Knight, Black would have played his Queen's Bishop to King's third.

(b) Instead of this move, Mr. Lewis recommends King's Rook to Queen's Knight's square.

(c) Mr. Lewis observes, "I think if he had played Knight to King's Bishop's second, he would have had the best of the game."

(d) "Rook to Queen's Bishop's seventh, is probably better."—*Lewis.*

ELEMENTARY LESSONS.**METHOD OF DRAWING THE GAME WITH A BISHOP AGAINST A ROOK.**

It is not very difficult to draw the game with a Bishop against a Rook. As it is necessary that the two Kings should be opposite each other (except in the corners of the board) before you can checkmate with the Rook, it follows, that if you can so play your Bishop as to prevent his King facing yours, you will draw the game. It is seldom good play to interpose the Bishop when your King is checked, and your Bishop should generally be at a distance from your King.

The following situation will show you the proper method of playing both sides.

FIRST SITUATION.

White.
K. at K. B. square
B. at adv. Q. B. third

Black.
K. at adv. K. third
R. at Q. R. third

WHITE TO MOVE.

- White.*
1. B. to adv. Q. Kt. second
 2. B. to adv. Q. fourth
 3. B. to adv. Q. B. third
 4. K. to K. Kt. square; if you had played K. to his square, you would have lost the game, see (A)
 5. B. to adv. Q. fourth
 6. B. to adv. Q. B. third
 7. B. to adv. Q. Kt. second
 8. K. to K. R. second and not to K. R. square, because he would play K. to your K. B. second and win the game

- Black.*
1. R. to Q. Kt. third
 2. R. to adv. Q. Kt. second
 3. R. to adv. K. B. second, and checks
 4. K. to adv. K. second
 5. K. to adv. K. square
 6. R. to K. B. third
 7. R. to K. Kt. third, and checks
 8. K. to adv. K. B. second

White.

9. K. to K. R. third
10. K. to K. R. fourth, &c.: had you played K. to K. R. second, you would have lost the game, see (B).

Black.

9. R. to adv. K. Kt. third, and checks

(A)

4. K. to his square
5. B. to Q. R. fourth
6. B. interposes
7. You are forced to move your K. to K. B. square, and lose your B. and consequently the game.

4. R. to adv. Q. B. second
5. R. to adv. Q. B. square, and checks
6. R. to adv. Q. Kt. square

(B)

10. K. to K. R. second
11. B. to adv. Q. B. square
12. B. interposes
13. K. to K. R. square

10. R. to K. Kt. second
11. R. to K. R. second, and checks
12. R. to K. R. third
13. R. takes B. and checkmates.

The above examples show that it is not very difficult to draw with a Bishop against a Rook, yet Philidor asserts, page 253, ed. 1777, "that the player having the Bishop, must as speedily as possible move his King to a corner square, of a different colour from that on which the Bishop moves, as that is the *only* place where he can be secure of a drawn game;" that this assertion, however, is not correct, the foregoing position sufficiently shows. The following is the position alluded to by Philidor:

SECOND SITUATION.

White.

- K. at K. R. square
- B. at K. R. second

Black.

- K. at adv. K. B. third
- R. at Q. R. third

In this situation you have only to move your King or Bishop to your Knight's square, or Rook's second: for example, suppose the Black begin:

Black.

1. R. to adv. Q. R. sq. and checks
2. If he move K. to adv. K. Kt. third, you will bestalemate, but if he play R. to adv. Q. Kt. square
3. R. to Q. Kt. fourth

White.

1. B. to K. Kt. square
2. K. to K. R. second
3. K. to K. R. square

Black.

4. K. to adv. K. Kt. third
5. K. to adv. K. R. third
6. R. to Q. fourth
7. R. to adv. Q. sq. and checks
8. If he play the R. on the line
of your pieces, you will be
stalemated, and if he move
R. to adv. Q. second
9. R. to adv. K. R. second, and
checks
10. R. to adv. K. second
11. R. to adv. Q. B. second

White.

4. B. to K. R. second, and checks
5. B. to K. Kt. square
6. B. to K. R. second
7. B. to K. Kt. square
8. B. to K. third
9. K. to K. Kt. square
10. B. to adv. Q. B. fourth
11. B. to adv. Q. third, &c.

PROBLEMS FOR YOUNG PLAYERS.

No. 73.

By S. A—s.

White.

- K. at Q. B.'s second
Q. at K. R.'s eighth
R. at Q. R.'s second
B. at Q. R.'s square
B. at Q. B.'s sixth
Kt. at Q. B.'s third
Kt. at Q.'s seventh

Black.

- K. at his sixth
Q. at K. R.'s eighth
R. at Q. R.'s square
R. at Q. R.'s fourth
B. at Q.'s third
B. at K. Kt.'s seventh
Kt. at K. B.'s seventh

White, playing first, mates in four moves.

No. 74.

By C. R. L—E.

White.

- K. at Q. Kt.'s square
Q. at K. B.'s third
R. at Q. B.'s second
Kt. at K.'s fifth
Pawns at Q. Kt.'s sixth, and Q. R.'s
second

Black.

- K. at his square
Q. at her R.'s fifth
R. at Q. B.'s square
B. at Q.'s sixth
Pawns at K. R.'s third, K. Kt.'s
seventh, and Q. B.'s second

White to play, and mate in five moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 71.

White.

1. Kt. to Q. Kt.'s fifth
2. Kt. takes Q. P. (double ch.)
3. R. to Kt.'s seventh (check)
4. Kt. takes the P. at Q. B.'s fifth (check) **MATE.**

Black.

1. K. takes R. (best)
2. K. to Q. R.'s second
3. K. to R.'s third

No. 72.

White.

1. R. takes R. (check)
2. B. takes P. (check)
3. Q. to K.'s seventh (ch.) **MATE.**

Black.

1. Q. takes R.
2. Q. to her fourth

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 100.

By an AMATEUR.

White.

K. at Q. Kt.'s square
Q. at her fifth
R. at K.'s square
Kt. at K. B.'s fifth
Pawns at K. Kt.'s fourth, Q. B.'s
second, Q. Kt.'s third, and Q.
R.'s fourth

Black.

K. at Q. Kt.'s second
Q. at K. B.'s third
R. at K. R.'s square
R. at Q. B.'s third
Pawns at K. R.'s second, Q. B.'s
fourth, and Q. Kt.'s fifth

White to win.

No. 101.

By Mr. LEWIS.

White.

K. at his Kt.'s square
Q. at K.'s sixth
R. at K. B.'s square

Black.

K. at his Kt.'s second
Q. at her square
R. at Q. B.'s seventh

White.

Kt. at K. Kt.'s fifth
 Pawns at K. R.'s second, K. Kt.'s
 third, K.'s third, Q.'s fourth,
 Q. Kt.'s third, and Q. R.'s fourth

Black.

Kt. at K. B.'s third
 Pawns at K. R.'s second, K. Kt.'s
 third, K. B.'s fourth, K.'s fifth,
 Q.'s fourth, Q. Kt.'s third, and
 Q. R.'s fourth

White to win.

No. 102.

By Mr. LEWIS.

White.

K. at his R.'s square
 Q. at K. B.'s third
 R. at K. B.'s square
 R. at K.'s square
 B. at Q. B.'s fourth
 Kt. at K. B.'s sixth
 Pawns at K. R.'s second, K. Kt.'s
 third, Q. B.'s second, Q. Kt.'s
 second, and Q. R.'s second

Black.

K. at his R.'s square
 Q. at K. Kt.'s second
 R. at K. B.'s square
 R. at Q. R.'s square
 B. at K.'s third
 B. at Q. B.'s second
 Pawns at K. R.'s third, K. B.'s
 second, Q. B.'s third, Q. Kt.'s
 second, and Q. R.'s second

White to win.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In our preceding Number.

No. 80.

White.

1. K. R. to K. Kt.'s fifth (discov. check)
2. Q. R. to Q.'s third (discov. ch.)
3. K. R. takes K. B. P. (check)
4. K. P. two (CHECKMATE).

Black.

1. Kt. takes Q., or (A)
2. R. or B. takes B. (best)
3. Kt. takes K. R.

(A)

1. K. R. to K. Kt.'s fifth (discov. check)
2. Q. R. takes Kt. at K.'s third (discov. check)
3. Q. R. to K.'s fifth (check) MATE.

1. Q. takes Q., or (B).
2. R. or B. takes B. (best)

(B)

White.

- 1.
2. Q. R. takes Kt. (discov. check)
3. K. R. takes K. B. P. (check)
4. R. takes Q. (check) **MATE.**

Black.

1. B. to K.'s fifth
2. R. takes B.
3. Q. to K.'s fourth

No. 81.

White.

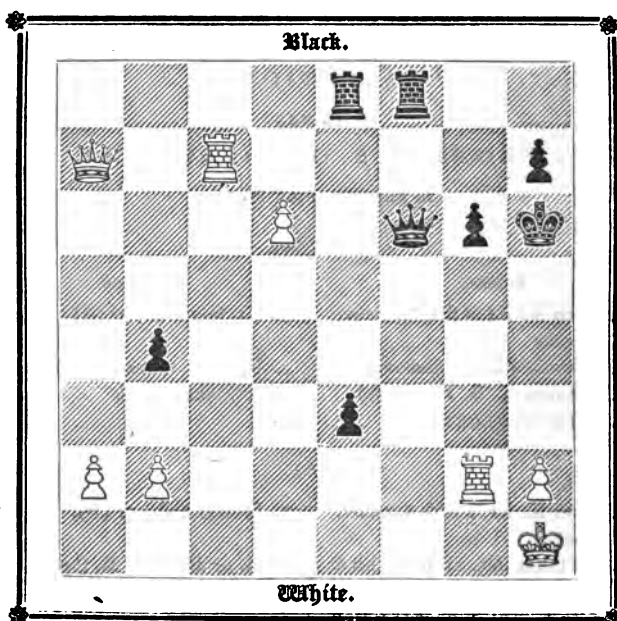
1. Kt. to Q. R.'s second (check)
2. Q. B. to Q. R.'s third
3. K. B. takes Kt. (discov. check)
4. K. B. takes B.
5. Q. B. takes Q. Kt. P.
6. K. B. to K.'s fourth (discov. ch.)
7. R. takes R. (check) **MATE.**

Black.

1. Kt. takes Kt.
2. B. to Q. B.'s seventh (best)
3. B. interposes
4. K. to Q. eighth (best)
5. R. takes Q. B.
6. R. interposes

PROBLEM, No. 83.

By VON H——r, of the Berlin Chess Club.

Black, with the advantage of playing first, gives mate in five moves.

NOTICES TO CORRESPONDENTS.

CHESS.

"H. T. H., MANCHESTER," is wide of the mark in each of his solutions. When he has had more experience in Chess strategy, he will find the invention and solution of first-rate Problems to be much more difficult than he now imagines them.

"T. P. R."—All communications upon the subject of Mr. Lewis's forthcoming work should be addressed to him, at his residence, No. 12, Chatham Place, Blackfriars.

"LEX," may be "a constant reader," but is not an attentive one. THE LAWS OF CHESS, purged by a COMMITTEE OF THE LONDON CHESS CLUB, of the absurdities which have been recently interpolated, were published in our last number.

"INIGO."—The solution is correct.

"BOOKWORM."—We cannot undertake to procure the work. Apply at the Chess Rooms on Ludgate Hill.

"HONORARY SECRETARY."—The Liverpool Chess Club would not play the match mentioned by correspondence.

"R. S., AYLESBURY."—Have not both games appeared in print before?

"AMATEUR."—The preliminaries of another match, for a considerable stake, between Messrs. P——T and ST——N, have been lately settled; and it is generally understood the contest will commence in March.

"LEON."—We do not know the result of the games recently played by MM. Des Chappelles and St. Amant; but trust it will be given in the next number of "Le Palamède."

"CRITIC."—The three games between Mr. Lewis and M. Des Chappelles shall appear, with notes, in an early number.

. Owing to an unlooked for difficulty in obtaining a copy of the *Edinburgh* publication on the Match at Chess between London and Edinburgh, we are compelled to postpone the appearance of the first game.

SCACCHLÆ LUDUS.

BY VIDA.

(Continued from page 272.)

Talis erat facies, cæsi post fata elephantis,
 Candentis turmæ. hinc furiis majoribus ardet
 Phœbus, & ultrices hortatur in arma cohortes,
 In ferrum & cædes pronus, cupidusque nocendi;
 Incautusque ambas perdit sine lege phalangas:
 Dumque hostes pariter cernat procumbere victos,

Ipse suos morti indefensos objicit ultro.
 Mercurius, melior furto, cunctatur, & hærens
 Usque alium ex alio spectando prævidet ictum.
 Sæpe ille, ex longo meditatus fata superbæ
 Reginæ, peditem perdendum cominus offert,
 Dissimulatque dolos; mox pœnitet, & trahit alto
 Improbis, errorem fingens, suspiria corde.
 Jamque sagittiferi è dextro spicula cornu
 Virginis in latus albens tendebat: id hostis
 Haud primùm sensit, peditemque trahebat in atram
 Læva aciem, rerum ignarus: verùm improba cladem
 Et tantas Erycina Venus miserata ruinas,
 Incauto juveni furtim tacito innuit ore,
 Atque oculis; Phœbo nam forte adversa sedebat:
 Nulla mora, ad nutus Divæ tremefactus Apollo
 Constitit, atque oculis latè agmina circumspexit;
 Et subitò insidias sensit, peditemque retraxit,
 Quem contra impulerat dextra impiger; atque periclo
 Reginam eripuit, tum Maia Atlantide cretus
 Littoreum cavæ consessum vocibus implet,
 Reginam captam ingeminans: fremit undique turba
 Cœlicolùm studiis variis, seseque tuetur
 Phœbus, & his alto fatur de littore verbis.

Quæ porrò invidia est dextram ludicra petenti
 Præmia corrigere incautam, in meliusque referre,
 Cùm nec pacta vetet? Quòd si, Maia sate, posthac
 Id sedet omnino prohiberi; lege caveto:
 Quique prior fuerit digitis impulsus in hostem,
 Sive albus, piceusve fuat, discrimine nullo
 Ille eat, & dubii subeat discrimina Martis.

Dixit, & hæc toto placuit sententia circo
 Cœlicolis. Venerem obtutu clam versus acerbo
 Juppiter increpuit; nec sensit filius Arcas:
 Sed puer ingemuit labefactus corda dolore
 Ingenti; vix se tenuit, quin ludicra castra,
 Injectisque acies manibus confunderet ambas.
 Tum secum statuit furtis certare, dolisque
 Omnibus, ac totis fraudes innectere castris.
 Jam tum igitur juvenem pharetratum in prælia ducens,
 Cornipedis simulare gradus jubet: ociùs ille
 Emicat, atque albæ reginæ fata minatur.
 Non Phœbum latuere doli: subrisit, & ore
 Versus ad astantes, Quamvis accommoda furtis
 Mercurio sit dextra, inquit, fraudique, dolisque,

Callide Atlantiada, invigiles ; haud me tamen ultra
 Fallere erit ; jamque, improbe, iniquam corrige dextram.
 Spectantum cunei ingenti risere theatro,
 Atque Arcas, veluti deceptus imagine falsa,
 Summisit buxum concesso in prælia gressu
 Arcum intendentem : vigilat jam cautus Apollo,
 Fraudesque, insidiasque timens, occultaque furta.
 Ille etenim persæpe, manu dum ducit in hostes
 Alternam buxum, jus contra & fœdera pacta,
 Implicitans celeres digitos duo corpora bello
 Objiciat simul, observet nisi providus hostis.
 Jamque equitem contra nigrantem candidus arcum
 Intendens sese opposuit pharetratus, & arcet
 Reginæ jugulo intentum : tum dexter oberrat
 Huc atque huc elephas, niveisque exultat in armis.
 Hæserat in medio, dominæ, regique minatus
 Albus eques ; ratus impunè, & jam sorte superbus
 Nequicquam spoliolum animum pascebat amore.
 Non tulit hanc speciem juvenis pharetratus, & arcu
 Contendit calamum, seseque immittit in hostem,
 Fata licèt pedes intentet, moriturus in armis
 Insigni pro laude : alvo mediæ hæsit arundo
 Stridula, & ima chalybs descendit in ilia adactus.
 Volvitur ille excussus humique, & calcibus auras
 Verberat ; in ventos vita indignata recessit.
 Inde sagittiferum sternit pedes : hunc pedes alter
 Hostili de plebe necat : pugna aspera surgit.
 Turribus occurrunt ingenti mole elephanti :
 Sæva pharetrigeri contendunt spicula nervis ;
 Quadupedumque gemit bicolor sub verbera campus.
 Incaluere animi parte ex utraque, & in armis
 Concurrunt densi : simul omnis copia gentis
 Albæque picæque, duces, ambæque phalanges ;
 Confusæque acies magno certamine totis
 Densentur campis ; virtus, fortunaque in unum
 Conveniunt : hi nunc victores agmina versa
 Æquore agunt toto ; versis referuntur habenis
 Nunc iidem, variantque vices, & fluctuat omnis
 Area bellorum : vasti velut æquoris undæ,
 Siquando inter se, recluso carcere, sæva
 Bella cient animosi Euri, vertantque profundum,
 Ionio in magno, aut undisono Atlanteo,
 Alternos volvunt procurva ad littora fluctus.
 At medias acies inter crudescit Amazon

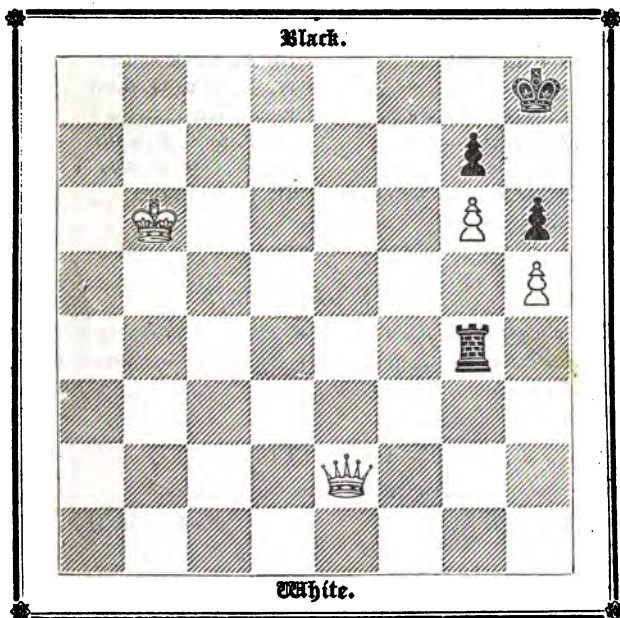
Candida, plena animis, multisque in millibus ardet.
 Namque sagittiferum incursans, rediensque elephantem,
 Nigrantes sternit; dextra, lævaque per alas
 Fulminat, atque manu spargens hastilia sævit.
 Bellanti dant tela locum, retroque residunt
 Hinc, atque hinc inimicæ acies: per tela, per hostes
 Illa ruit pulchram in mortem; simul ultima tentat
 Castra, fugæ fidens, animosque in bella viriles
 Sæva gerit; penetrat cuneos, aperitque viam vi.
 Tandem fusca cohors, nigrantisque arbiter alæ
 Ipse etiam arma suæ trepidus, viresque, animosque
 Virginis implorat: nulla est mora, fervida Amazon
 Emicat, atque ardens paribus se sistit in armis.
 Quem primum hasta, aut quem postremum, bellica virgo,
 Demetis; aut quot humi candentia corpora linquis?
 Semianimes volvuntur equi niveique nigrique,
 Et peditum cunei, dilectaque pectora Marti
 Aligerâ juvenes ineuntes bella sagittâ.
 Quis cladem fando illius, quis funera pugnæ,
 Prostratosque duces speret se æquare canendo?
 Sternitur omne solum buxo, atque miserrima cædes
 Exoritur: confusa inter sese agmina cædunt;
 Implicitæque ruunt albæ, nigræque phalanges:
 Sternuntur pedites, & corpora quadrupedantum.
 Nam versæ inter se jactantes mutua tela
 Fœmineis ambæ nituntur Amazones armis,
 Usque aded certæ non cedere, donec in auras
 Aut hæc, aut illa effundat cum sanguine multo
 Sævam animam, solâ linquentes prælia morte.
 Interea amborum populorum rector uterque
 Captivos hostes, & victa cadavera bello
 Carcere servabant castris vicina, caventes
 Ne capti semel, aut obita jam morte jacentes,
 In vitam revocati iterum certamina inirent.
 At lateri innixus Phœbeo Threicius Mars,
 Junctus amicitia puero Arcadi, si quid amico
 Fata sinant prodesse, animum per cuncta volutat,
 Observatque omnes casus: tum corpora bina
 Capta, pharetratum juvenem, peditemque nigrantes,
 Coetibus è functis jam vita, atque æthere cassis
 Surripit, & castris rursum clam immittit apertis.
 Ergo iterum gemini captivi prælia inibant;
 Miscebantque manus animosi, atque arma ferebant.

(To be continued.)

PROBLEM, No. 84.

By Mr. J. B——N, Temple.

In this position Black has the move; and if his adversary once deviates from the proper line of play, can draw the game: but White, playing correctly, wins in ten moves at most.



Through the kindness of M. C. F. De Janisch, one of the most eminent Chess-players in Russia, we are enabled to present our readers with the two following games, which were played by correspondence, in the years 1838-39, between MM. Janisch and Kieseritzki.

GAME CCLIII.

Between MM. KIESERITZKI and JANISCH.

White. (M. DE J—.)

1. K. P. two
2. K. B. P. two
3. K. B. to Q. B. fourth
4. K. to B. square
5. Q. Kt. to B. third
6. K. Kt. to B. third
7. Q. Kt. to his fifth
8. Q. Kt. to Q. B. seventh (ch.)

Black. (M. K—.)

1. K. P. two
2. P. takes P.
3. Q. to K. R. fifth (check)
4. Q. B. P. two
5. K. Kt. to K. second
6. Q. to K. R. fourth
7. Q. P. two
8. K. to Q. square

White. (M. DE J—.)

9. Q. Kt. takes Q. P.
10. B. takes Kt.
11. Q. P. two
12. K. R. P. two
13. Q. B. P. one
14. K. to his B. second
15. K. Kt. P. takes B.
16. Q. to her R. fourth
17. Q. B. to Q. second
18. Q. R. to K. Kt. square
19. Q. R. to K. Kt. fourth
20. K. P. one
21. Q. B. takes P. at K. B. fourth
22. K. to his Kt. third

Black. (M. K—.)

9. Kt. takes Kt.
10. K. to Q. B. second
11. K. Kt. P. two
12. Q. B. to K. Kt. fifth
13. K. to Q. B. square
14. B. takes Kt.
15. Q. Kt. to B. third
16. Kt. to Q. square
17. K. B. to Q. third
18. K. Kt. P. takes P.
19. P. to K. R. sixth
20. B. to Q. B. second
21. Q. R. P. one

*"CE COUP RESTA SANS RÉPONSE." (a)**Note to Game CCLIII.*

(a) The abrupt termination of these games is probably accounted for by M. Kieseritzki having quitted Livonia, where he resided during the progress of the games, about 1839.

GAME CCLIV.

Between the same Competitors.

White. (M. K—.)

1. Q. P. two
2. Q. B. P. two
3. K. P. two
4. Q. P. one
5. K. B. takes P.
6. Q. Kt. to B. third
7. Q. to her B. second
8. K. Kt. to K. R. third
9. K. Kt. P. one
10. K. B. P. one
11. Q. B. takes Kt.
12. K. Kt. to B. second
13. Q. R. P. two
14. K. Kt. P. one
15. Q. Kt. P. two
16. Q. R. to Q. square
17. K. Kt. P. takes P.
18. K. Kt. to his fourth
19. P. takes B.
20. B. to K. B. square

Black. (M. DE J—.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. K. B. P. two
5. K. Kt. to B. third
6. K. B. to Q. B. fourth
7. K. Kt. to his fifth
8. K. B. P. one
9. K. Kt. P. two
10. K. Kt. to K. sixth
11. B. takes B.
12. Q. R. P. one
13. Q. to K. B. third
14. Kt. to Q. second
15. Kt. to K. B. square
16. K. R. P. two
17. R. takes P.
18. Q. B. takes Kt.
19. R. to his sixth
20. R. to his second

"CE COUP RESTA SANS RÉPONSE."

GAME CCLV.*

Between Mr. LEWIS and one of the most celebrated Amateurs; Mr. LEWIS giving "the Pawn and two Moves."

(White's K. B.'s P. must be taken from the board.)

Black. (Mr. —.)

1. K. P. and Q. P. two
2. Q. B. P. two
3. Q. P. one
4. Q. B. to K. Kt. fifth
5. Q. B. takes Kt.
6. Q. checks
7. K. Kt. to B. third
8. Kt. to Q. B. third
9. P. takes K. B.
10. Kt. to K. R. fourth
11. Kt. takes Kt.
12. Q. takes Q. (check)
13. K. B. to Q. third
14. K. to Q. second
15. Q. R. to K. B. square
16. K. B. P. one
17. K. R. P. one
18. Q. R. to K. B. second
19. B. to K. second
20. K. Kt. P. one
21. B. to K. B. square
22. Q. R. to K. R. second
23. K. to his third
24. K. B. P. one
25. P. takes P.
26. K. takes P.
27. K. to his third
28. B. to Q. third
29. K. R. to K. square
30. K. to Q. second
31. R. takes R.
32. K. takes B.
33. Q. R. P. two
34. R. to K. R. square
35. R. to K. R. second
36. R. to K. B. second
37. K. to his fourth
38. K. takes K. B. P.

White. (Mr. LEWIS.)

1. Q. Kt. to B. third
2. K. P. two
3. Q. Kt. to K. second
4. K. Kt. to B. third
5. P. takes B.
6. Kt. to K. Kt. third
7. K. B. checks
8. K. B. takes Q. Kt. (check)
9. Q. to K. second
10. Q. to K. B. second
11. Q. takes Kt.
12. P. takes Q.
13. Q. P. one
14. Q. Kt. P. one
15. K. Kt. P. one
16. K. to his second
17. Q. B. to Q. second
18. K. R. to its fourth
19. K. R. to its third
20. Q. R. to K. R. square
21. Q. R. P. two
22. K. R. to his second
23. K. to B. second
24. K. P. takes P. (check)
25. P. takes P. (check)
26. K. R. to his fifth (check)
27. Q. R. to K. square
28. B. to K. B. fourth
29. B. takes K. P.
30. B. takes B.
31. K. takes R.
32. K. to B. second
33. K. B. P. one
34. K. to B. third
35. K. B. P. one
36. R. takes P. (check)
37. R. to K. sixth (check)
38. R. takes P.

* From Mr. Lewis's unpublished collection of Chess MSS.

Black. (Mr. —.)

39. K. to his fourth (dis. check)
40. K. to Q. fourth
41. R. to K. second (check)
42. R. to K. R. second
43. K. to B. third
44. K. to Q. fourth
45. R. to K. R. eighth
46. R. to Q. Kt. eighth
47. R. to Q. R. eighth
48. R. to Q. R. seventh
49. K. to B. third
50. R. to Q. R. sixth
51. R. to Q. R. seventh
52. K. to Q. fourth
53. R. checks
54. R. to K. B. eighth
55. R. to K. B. second
56. R. to Q. Kt. second
57. R. takes R.
58. K. to B. third
59. K. takes P.
60. K. to B. third
61. K. takes P.

White. (Mr. LEWIS.)

39. K. to his second
40. R. to Q. R. sixth
41. K. to Q. second
42. R. takes Q. R. P.
43. R. to Q. R. sixth (check)
44. R. to K. Kt. sixth
45. R. to Q. R. sixth
46. R. to Q. Kt. sixth
47. R. to K. B. sixth
48. R. to K. B. square
49. R. to K. square
50. R. to K. Kt. square
51. R. to K. Kt. sixth (check)
52. K. to Q. B. square
53. K. to Kt. second
54. Q. R. P. one
55. K. to Q. R. third
56. R. to Q. Kt. sixth
57. P. takes R.
58. P. to Q. Kt. seventh
59. Q. Kt. P. one
60. P. takes P.
61. K. to Q. R. fourth, and wins.

GAME CCLVI.

In the Match between Messrs. B—N and S—Y.

Black. (Mr. S—Y.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Castles (a)
6. Q. P. two
7. K. B. to Q. Kt. fifth
8. K. Kt. to K. fifth
9. Kt. takes Q. Kt.
10. B. takes P.
11. B. takes Q. R.
12. P. takes Q. P.
13. K. takes B.
14. Q. B. to K. third
15. K. R. P. one
16. Q. to K. B. third
17. Q. takes K. B. P.

White. (Mr. B—N.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. Kt. takes K. P.
6. Q. P. two
7. K. P. takes Q. P.
8. Castles
9. P. takes Kt.
10. Q. B. to Q. R. third (b)
11. B. takes K. R.
12. K. B. to Q. Kt. third
13. Q. to K. R. fifth
14. R. takes K. B.
15. K. B. P. two
16. K. B. P. one (c)
17. Q. takes Q.

<i>Black.</i> (Mr. S—Y.)	<i>White.</i> (Mr. B—N.)
18. B. takes Q.	18. B. takes Q. P.
19. Q. Kt. to B. third	19. B. takes Kt.
20. Q. Kt. P. takes B.	20. Q. B. P. two
21. B. to K. fifth	21. R. to K. square
22. K. B. P. two	22. Kt. to Q. seventh (check)
23. K. to his Kt. square	23. Kt. to Q. B. fifth
24. R. to K. square	24. Kt. takes B.
25. P. takes Kt.	25. K. to his B. second
26. K. Kt. P. two	26. K. to his third
27. K. to his Kt. second	27. R. to K. B. square
28. K. to Kt. third	28. K. Kt. P. two
29. K. R. P. one	29. K. R. P. one (<i>d</i>)
30. P. takes P.	30. P. takes P.
31. R. to Q. Kt. square	31. K. takes P.
32. R. to Q. Kt. seventh	32. K. to his fifth
33. R. takes Q. R. P.	33. R. to K. B. sixth (check)
34. K. to his Kt. second	34. R. takes Q. B. P.
35. Q. R. P. two	35. K. to his B. fifth
36. Q. R. P. one	36. K. takes K. Kt. P.

BLACK, AFTER A FEW MORE MOVES, RESIGNED.

Notes to Game CCLVI.

(*a*) This mode of play may occasionally succeed against an inferior player, but we cannot think it sound, if properly opposed.

(*b*) Very well played.

(*c*) We should have preferred moving the Rook to King's Bishop's square.

(*d*) He might also with advantage have taken Pawn with Pawn, and then played his Rook to King's Bishop's sixth.

GAME CCLVII.

Played between Messrs. ST—N and S—Y; the former giving the odds of "the Pawn and two Moves."

(Remove White's K. B.'s P. from the board.)

<i>Black.</i> (Mr. S—Y.)	<i>White.</i> (Mr. ST—N.)
1. K. P. two	1.
2. Q. P. two	2. Q. Kt. to B. third
3. Q. Kt. to B. third	3. K. P. two
4. Q. P. takes P.	4. Kt. takes P.
5. K. B. P. two	5. Q. Kt. to K. B. second
6. K. B. to Q. B. fourth	6. K. Kt. to R. third
7. K. B. P. one	7. Q. B. P. one
8. Q. B. takes K. Kt.	8. Q. to K. R. fifth (check)

Black. (Mr. S—Y.)

9. K. Kt. P. one
10. B. takes Kt. (check)
11. Q. to her fourth
12. Q. to her B. fourth (check)
13. K. Kt. to K. second
14. Q. to her fourth
15. Q. to K. fifth (check)
16. Q. to K. B. fourth
17. K. Kt. takes Q.
18. Castles on Q.'s side
19. K. R. to K. square
20. K. Kt. P. one
21. K. Kt. to Q. third
22. K. Kt. takes B.
23. Kt. to Q. Kt. square
24. Q. R. to Q. sixth
25. K. P. one
26. Kt. to Q. second
27. K. P. one (check)
28. Kt. to K. fourth
29. R. checks
30. P. takes R.
31. Kt. takes P. (check)
32. Kt. to Q. Kt. seventh (check)

White. (Mr. ST—N.)

9. Q. takes B.
10. K. takes B.
11. Q. Kt. P. one
12. K. to his square
13. Q. R. P. two
14. K. B. to Q. B. fourth
15. K. to B. second
16. Q. takes Q.
17. K. R. to K. square
18. Q. Kt. P. one
19. Q. P. one
20. Q. R. P. one
21. Q. Kt. P. one
22. Q. P. takes K. Kt.
23. Q. R. to his second
24. Q. R. to Q. B. second
25. Q. B. to Q. R. third
26. B. to Q. Kt. fourth
27. K. to his second
28. B. to Q. B. fifth
29. R. takes R.
30. K. takes P.
31. K. to Q. square

AND WHITE ABANDONED THE GAME.

GAME CCLVIII.

Played at Goode's Chess Rooms, between Mr. ST—N and a strong Metropolitan Player; the former giving the odds of "the Pawn and two Moves."

*(Remove Black's K. B.'s P. from the board.)**White.* (Mr. —.)

1. K. P. two
2. Q. P. two
3. Q. Kt. to B. third
4. Q. P. one
5. Q. B. to K. Kt. fifth
6. K. Kt. to B. third
7. K. R. P. one
8. K. Kt. to K. R. fourth
9. K. B. to Q. B. fourth
10. Q. to her second
11. Castles on K.'s side
12. K. B. P. two

Black. (Mr. ST—N.)

- 1.
2. Q. Kt. to B. third
3. K. P. two
4. Q. Kt. to K. second
5. Q. P. one
6. Q. B. to K. Kt. fifth
7. Q. B. to Q. second
8. K. Kt. P. one
9. K. B. to K. R. third
10. K. B. to K. Kt. second (a)
11. K. Kt. to B. third
12. K. P. takes P.

White. (Mr. —.)

13. K. B. takes P.
14. K. P. one
15. K. P. takes P.
16. K. B. to K. R. second (*b*)
17. K. to R. square
18. Q. Kt. to K. fourth
19. Q. R. to Q. Kt. square (*c*)
20. R. takes R.
21. Q. to K. B. second
22. K. Kt. P. two
23. Q. to K. B. third
24. Q. takes Q.

Black. (Mr. ST—N.)

13. Castles
14. K. Kt. to R. fourth
15. Q. B. P. takes P.
16. Q. to her Kt. third (check)
17. Q. takes Q. Kt. P.
18. K. B. to K. fourth
19. R. takes K. R. (check)
20. K. B. takes B.
21. K. B. to K. B. fifth
22. Q. to K. fourth
23. Q. takes Kt.
24. Kt. checks

AND WHITE RESIGNED.

Notes to Game CCLVIII.

(*a*) Black would have played ill had he taken the Queen's Pawn with his Knight, because in that case his adversary, instead of taking Queen with Bishop, could have taken Bishop with Bishop, winning a piece.

(*b*) If he had taken the Pawn, his opponent, by checking with his Queen, would have won the Bishop.

(*c*) This move, apparently so good, loses White the game.

GAME CCLIX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 35th.)

Black. (Mr. M'D.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Q. Kt. to Q. B. third (*a*)
6. Q. takes P.
7. Q. Kt. to Q. fifth
8. Q. B. P. one
9. Q. P. two
10. K. P. one
11. K. B. to Q. Kt. fifth
12. Kt. takes Q. B. P., checking
13. Kt. takes Q. R.
14. Castles
15. K. B. to Q. third
16. Q. Kt. P. two
17. K. B. takes Kt.

White. (M. DE LA B.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. P. takes Kt.
6. Q. to K. B. third
7. Q. to K. fourth
8. K. B. to K. R. third
9. Q. to her third
10. Q. to Q. B. third
11. Q. to K. Kt. third (*b*)
12. K. to Q. square
13. K. Kt. to K. second
14. K. R. to K. Kt. square
15. Q. to K. Kt. second
16. K. Kt. to its third
17. Q. takes B.

Black. (Mr. M'D.)

18. Q. Kt. P. one
19. Q. Kt. P. one
20. K. P. takes P.
21. P. to Q. seventh
22. Kt. to Q. B. seventh.
23. Q. to her fifth, checking
24. Q. B. takes P. (c)
25. Kt. takes B.
26. Q. to K. B. third
27. Q. R. to K. square
28. K. to R. square
29. Q. to R. third, checking
30. P. takes Q.
31. Q. R. to Q. square
32. Q. P. one
33. K. R. to K. B. seventh
34. Q. P. one
35. K. R. to Q. B. seventh (ch.)
36. K. R. takes R. P.
37. K. R. to its fourth
38. R. to K. fourth
39. Q. P. one
40. K. R. P. one
41. P. to K. R. fifth
42. P. to K. R. sixth
43. R. takes P.
44. P. to K. R. seventh
45. R. to K. Kt. second
46. R. to K. Kt. seventh (check)
47. R. takes Q. Kt. P.
48. K. to Kt. second
49. R. to Q. seventh
50. K. R. P. two
51. K. R. takes B.
52. R. takes Kt.
53. K. to Kt. third
54. R. to Q. second
55. K. to Kt. fourth
56. R. to Q. third
57. K. R. P. one
58. K. to Kt. third
59. R. to Q. second
60. R. interposes
61. R. to K. R. second
62. K. to R. fourth
63. K. R. P. one

White. (M. DE LA B.)

18. Q. P. one
19. Q. R. P. one
20. Q. Kt. to B. third
21. Q. B. takes P.
22. Q. B. to K. Kt. fifth
23. K. to B. square
24. Q. B. to K. third
25. P. takes Kt.
26. B. takes B.
27. K. P. one
28. Q. to K. R. third
29. Q. takes Q.
30. B. to Q. seventh
31. K. B. takes P.
32. Q. Kt. to K. second
33. B. to Q. Kt. fifth
34. Q. Kt. to B. third
35. K. to Kt. square
36. K. P. one
37. K. P. one
38. B. to Q. B. fourth
39. R. to Q. square
40. B. takes Q. Kt. P.
41. K. to B. second
42. K. P. one
43. B. to Q. fifth
44. K. takes P.
45. R. to K. R. square
46. K. to Q. third
47. K. to B. fourth
48. Kt. to Q. square
49. Kt. to K. third
50. K. to B. third
51. Kt. takes R.
52. R. takes P.
53. K. to B. fourth
54. Q. R. P. one
55. Q. R. P. one
56. R. to Q. Kt. second
57. R. to Q. Kt. fifth, checking
58. R. to adv. Q. Kt. square
59. R. to adv. K. Kt. sq. (ch.)
60. R. to adv. K. R. square
61. R. checks
62. R. to K. Kt. square
63. K. to Kt. fifth

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
64. K. to R. fifth	64. K. to R. sixth
65. K. R. P. one	65. R. to Q. Kt. square
66. K. to Kt. fifth (<i>d</i>)	66. R. to Kt. fourth, checking
67. K. to B. fourth	67. R. to Q. Kt. square
68. K. to his fourth	68. R. to K. square (check)
69. K. to Q. third	69. R. to Q. square (check)
70. K. to B. second	70. R. to K. R. square
71. K. to Kt. square	71. K. to Kt. fifth
72. R. to R. fourth, checking	72. K. to B. sixth
73. R. to R. third, checking	73. K. to B. fifth
74. K. to Kt. second	74. K. to Kt. fifth
75. P. checks	75. K. to B. fifth
76. R. to R. fourth, checking	76. K. to Kt. fourth
77. K. to B. third	77. R. checks
78. K. to Kt. second	78. R. to K. R. square
79. R. to Q. Kt. fourth, checking	79. K. to R. fourth
80. R. to Q. Kt. seventh	80. K. to R. third
81. R. to K. Kt. seventh	81. K. to R. fourth
82. K. to B. third	82. R. checks
83. K. to Q. fourth	83. K. R. to its square
84. R. to K. Kt. fifth checking	84. K. to Kt. third
85. R. to K. R. fifth	85. K. to B. third
86. K. to B. fourth	86. K. to Kt. third
87. K. to Kt. fourth	87. K. to B. third
88. K. takes P.	88. K. to Kt. third
89. R. to K. R. sixth, checking	89. K. to B. fourth
90. K. to R. fifth	90. R. checks
91. R. interposes	91. R. to Q. Kt. square
92. Q. R. P. one	92. R. to Q. B. square
93. R. to Q. R. seventh	93. R. to Q. Kt. square
94. R. to Q. B. seventh (check)	94. K. to Q. third
95. R. to Q. B. square	95. R. to Q. R. sq., checking
96. K. to Kt. fifth	96. R. to Q. Kt. sq., checking
97. K. to R. sixth	97. R. to Q. R. sq., checking
98. K. to Kt. seventh	98. R. to K. R. square
99. Q. R. P. one, and wins. (<i>e</i>)	

Notes to Game CCLIX.

(*a*) We are indebted to Mr. M'Donnell for bringing this variation of the attack into vogue.

(*b*) The young player, on examining the position, will readily see that White would have lost his Queen had he taken the Bishop.

(*c*) This move is full of peril, and might have cost Black the game.

(*d*) By playing his Rook to King's Knight's second square, Black could have won the game in a few moves.

(*e*) This game is remarkably well played by Mr. M'Donnell.

PROBLEMS FOR YOUNG PLAYERS.

No. 75.

By R. A. B.

White.

K. at his fifth
 Pawns at K. R.'s second, K. Kt.'s
 second, Q.'s fourth, and Q.
 Kt.'s second

Black.

K. at his second
 Pawns at K. R.'s second, K. Kt.'s
 third, K.'s third, Q. B.'s third,
 and Q. Kt.'s fourth

White to play, and obtain a winning position in three moves.

No. 76.

By the same.

White.

K. at K. Kt.'s square
 K. R. at K.'s fifth
 Q. R. at Q. B.'s fifth
 Kt. at Q.'s third
 Pawns at Q. R.'s fifth, and Q. Kt.'s
 sixth

Black.

K. at Q.'s third
 R. at K. R.'s square
 R. at K. B.'s square
 P. at K. Kt.'s seventh
 Pawn at K. B.'s sixth

White to mate in six moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 73.

White.

1. Q. to her fourth (check)
2. Kt. to Q.'s square (discov. ch.)
3. Kt. to K.'s third (check)
4. B. to Q. B.'s third (check) MATE.

Black.

1. K. takes Q.
2. K. to Q. B.'s fifth
3. K. to Q. Kt.'s fifth

No. 74.

White.

1. Q. to K. B.'s seventh (check)
2. Q. to K. B.'s eighth (check)
3. Q. to B.'s sixth (check)
4. Kt. to Q. B.'s sixth (check)
5. Q. takes Q. (check) MATE.

Black.

1. K. to Q.'s square
2. Q. interposes
3. Q. to K.'s second
4. K. is moved

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 103.

By PONZIANI.

<i>White.</i>	<i>Black.</i>
K. at Q.'s fifth	K. at Q.'s second
Pawns at Q. B.'s second, Q. Kt.'s second, and Q. R.'s second	Pawns at Q. B.'s fifth, Q. Kt.'s fifth, and Q. R.'s fifth

Black to move and win.

No. 104.

By the same.

<i>White.</i>	<i>Black.</i>
K. at his Kt.'s third	K. at Q. R.'s second
Pawns at Q. B.'s sixth, Q. Kt.'s seventh, and Q. R.'s fifth	Pawns at K. R.'s sixth, K. Kt.'s fifth, and K. B.'s sixth

White to move and win.

No. 105.

By the same.

<i>White.</i>	<i>Black.</i>
K. at his B.'s third	K. at his R.'s square
Q. at K.'s fourth	Q. at K.'s third
Pawn at Q. R.'s second	B. at K. R.'s seventh
	Pawns at K. R.'s second, K. Kt.'s second, K. Kt.'s sixth, and Q.'s second

White to move and win.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS
 In our preceding Number.

No. 82.

<i>White.</i>	<i>Black.</i>
1. R. to K. B.'s fifth (check)	1. P. takes R. or (A)
2. Q. takes B. (check)	2. K. takes Q.
3. K. Kt. to his fifth (discov. ch.)	3. P. takes B. (best)
4. Q. B. P. two (check)	4. K. to his fourth
5. Q. Kt. MATES.	

(A)

- | | |
|---|---------------------------------------|
| 1. R. to K. B.'s fifth (check)
2. Q. to K. B.'s third (check)
3. Q. to K. B.'s fourth(ch.) MATE. | 1. K. takes R.
2. K. to his fourth |
|---|---------------------------------------|

No. 83.

Black.

1. Q. to K. B.'s eighth (check)
2. Q. to K. B.'s sixth (check)
3. Q. to her eighth (check)
4. Q. to her fourth (check)
5. R. to K. B.'s eighth (check)

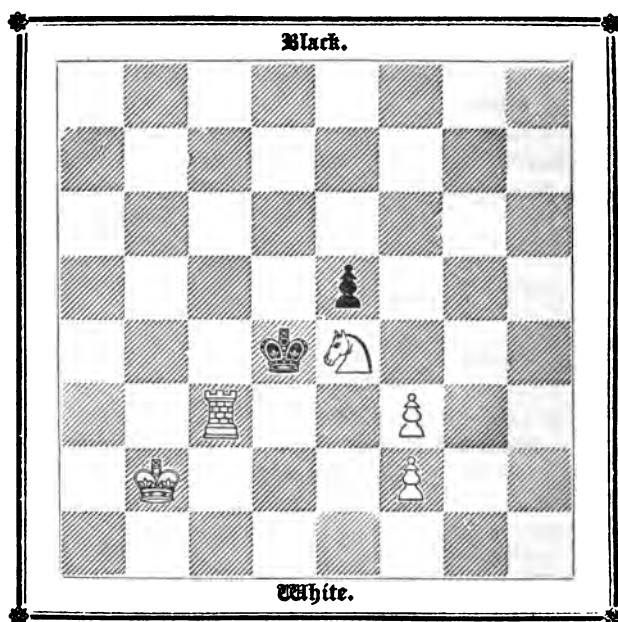
MATE.*White.*

1. R. interposes
2. R. interposes
3. R. interposes
4. R. interposes

PROBLEM, No. 85.

By M. LAROCHE.*

White, playing first, mates in three moves.



* From Le Palamède.

NOTICES TO CORRESPONDENTS.

CHESS.

"T. S., WOLVERHAMPTON."—Received, with thanks. We shall be glad to have the list at our correspondent's earliest convenience.

"C. R. L—E's" latter problems are not comparable with those he formerly favoured us with.

"AMATEUR."—It is pretty generally believed that, in default of provincial players accepting the challenge of the Liverpool Chess Club, the gauntlet will be taken up by six metropolitan amateurs, of equal strength with the leading champions of Liverpool.

"A SUBSCRIBER, HALIFAX."—A problem that can be solved in *less* than the prescribed number of moves is comparatively valueless.

"J. R. D." is mistaken; there is not a single error in the eight problems he has extracted from Ercole dal Rio, nor one instance where mate can be effected "minus" the given number of moves.

"ROOK."—The first number of Mr. Lewis's promised work will be ready, if sufficient subscribers are obtained to warrant his producing it, in about six weeks; and there is little doubt that it will supersede every other publication of the kind which has yet appeared.

"CAMBRENSIS" asks "What is the amount of subscriptions raised by the Chess Players of France in aid of the widowed Madame De la Bourdonnais?" Our correspondent should direct his inquiry to the Editor of *Le Palamède*; we have no means of answering the question.

"J. R., WOOLWICH."—Too late for notice in the present monthly part.

SCACCHIE LUDUS.

BY VIDA.

(Continued from page 288.)

Haud secus (ut perhibent) cùm Colchis nacta cadaver,
 Aut virgo Massylla recens; cantuque triformem
 Sæpe ciens Hecaten, ac magni numina Ditis,
 Falsam animam insinuat membris, aurasque loquaces;
 Continuo erigitur corpus, loquiturque, videtque,
 Et vivos inter fruitur cœlestibus auris.
 Non tulit indignum facinus Junonia proles
 Mulciber, (ille dolum solus deprendit) & ore
 Inclamat, Phœbumque monet: Thrax palluit heros
 Deprensus: Phœbo exarsit dolor ossibus ingens.

Tum Marti Pater omnipotens iratus, iniqua
Præsidia abduci, atque indebita corpora bello
Protinus è castris jubet, atque retexere falsos
Hinc atque inde ictus; & cuncta in pristina reddit.

Jamque duces furis ambo majoribus instant;
Reginasque ambas conversa per agmina mittunt:
Cæde madent illæ toto æquore fata serentes:
Considunt tandem obversæ, regesque tuentur
Quæque suum. Ecce, autem bellatrix agminis albi
A tergo ferro invasit, stravitque nigrantem
Ignaram: verùm ipsa etiã cadit icta sagittâ,
Ah misera! & spoliis haud longùm exultat opimis.
Convertere oculos ambæ hinc, atque inde cohortes;
Atque acies lacrymis & fœmineo ululatu
Ambas incubuisse putes, dum funera ducunt.
Tum reges mœstos ipsa ad prætoria densi
Agglomerant sese circum; timor omnibus idem
Incumbit; par tempestas, par hausit utrosque
Diluvium populos; & sunt sua funera cuique.
Haud prorsus tamen ambobus defecerat omne
Robur: opes restant, & adhuc intacta juvenus,
Tres pedites tibi, Phœbe, sagittifer alter, & ingens
Bellua turrato dorso; totidemque tibi, Arcas,
Excepto elephante, alta qui nuper in aula,
Pace fruens, cecidit, positus inglorius armis,
Eminus aligerâ percussus arundine pectus.
Sed dexter tibi restat eques imperditus: hausit
Cetera bellantum Mars impius agmina, bellicque
Alea, florentes & desolaverat aulas.

At Cyllenæo juveni spes occidit omnis.
Æstuat, amissæ gentis memor, & suspirat
Heroas magnos tot fato corpora functa.
Non tamen excedit pugna: fracta agmina bello,
Reliquias tenues immitis Apollinis, astu
Cautior in pugnam mittit, post funera tanta
Si qua fata sinant gentis sarcire ruinas.
It nigrum campis agmen, stat ubique morari,
Fortunamque omnem tentare, aditusque nocendi.
Exultat contrà non æquo prælia motu
Cynthius invadens: facies indigna cohortum,
Heu! facies miseranda ducum; raro agmine aperta
Castra patent latè, viduatæ & civibus aulæ.
Mœrebant vacuis thalamis regnator uterque
Jamdudum exosi sine conjuge tædia lecti.

Primus amor maneat quamvis immotus utrisque,
Sors tamen ad nova conjugia, atque novos hymenæos
Flectit iniqua. Igitur primùm rex agminis albi
Reginæ comites olim, fidasque ministras
Regali invitat thalamo; quæ, funera mœstæ
Post fera bellatricis heræ, tela irrita bello
Jactabant, acies inter cuneosque nigrantes,
Oppetere, amissæ dominæ pro cæde, paratæ.
Sed priùs explorare ausus sedet, atque viriles
Cunctarum spectare animos, ut digna cubili
Intret: in hostiles sedes, atque ultima castra
Hortaturque, jubetque supremam appendere metam.
Nulli fas etenim regis sperare cubile,
(Pacta vetant) nisi quæ per tela invecta, per hostes,
Transactis spatiis cunctis impunè suprema
Attigerit priùs adversi penetralia regis.
Arrexere animos famulæ, pariterque per hostes
Limitibus properant rectis: tamen ocior antè it
Tertia quam dextro ducebat semita cornu,
Exultatque, agitatque animo connubia regis:
Nam comites spe sublapsâ cessere volentes.
Illa volat cœptis immanibus; addidit alas
Gloria præpetibus plantis, & plurima merces.
Nulla obstat mora: nec facinus prohibere tyranno
Cura nigro est; novaque ipse etiam connubia tentat,
Et vacuis thalamis alias inducere nuptas.
Ergo iter alternæ accelerant; famulamque sinistram
Quarto limite agit, saltu sed tardior uno,
Parrhasius juvenis: jamque imperterrita virgo
Candida, facta potens voti, penetraverat omnes
Sedes, atque alacris metâ consederat altâ.
Tum rector jubet afferri sellamque, tiamamque,
Extinctæ ornatus, necnon fulgentia sceptrâ,
Dignaturque toro meritam, optatisque hymenæis.
Gaudet cana cohors, insultatque minus atræ.
Haud lacrymas cohibet Maia satus, æthera voce
Incessens, pictosque à pectore rupit amictus.
Nigranti famulæ tantùm gradus unus ad ipsam
Restabat metam, ah! miseræ; sed limite recto
Turritus fera fata elephas impunè minatur
Insurgens, si supremam contingere sedem
Audeat, & toto castra obsidet ultima tractu,
Et pavidam observans extremis sedibus arcet.
Interea nova regali dignata virago,
Connubio exultans, toto dat funera campo.

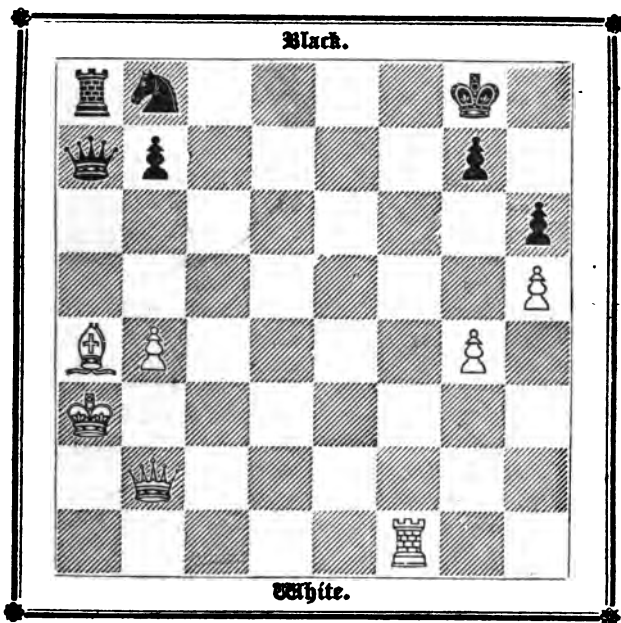
Illam tollit honos novus, & fortuna tumentem ;
 Fulminis in morem ruit, atque nigrantia sævit
 Castra per, & sedes, ac sidera territat armis.
 Horrescunt faciem invisam nigra agmina crudæ
 Virginis, atque imæ exoptant telluris hiatus.
 Diffugiunt trepidi vasto irrumpente fragore
 Hoste, metuque omnes acti glomerantur in unum,
 Aulæ in medio juxta latera ardua regis.
 Haud secus alta boves sparsæ per pascua quondam,
 Ut sensere lupum venientem, protinus omnes
 Conveniunt trepidæ, & fortem facto agmine taurum
 Ductorem armenti implorant, ipsique propinquant
 Certatim inter se trudentes cornua, rauco
 Murmure ; mûgitu longè nemora alta resultant.
 At regina furens trepidos toto agmine victrix
 Impingens in terga, ipsique ante omnia regi
 Fata parans, pugnas alta ad prætoria miscet :
 Nunc ruit huc, nunc huc ; tunc &, nisi læva fuisset
 Mens illi, poterat candentem invadere sedem
 Limite in obliquum quarto, & concludere fauces.
 Ultimus ille labor regi, gentique fuisset
 Nigranti, & fatis Arcas lugeret iniquis :
 Nempe erat hinc leti facilis via in ilia regis ;
 Nec poterat quisquam se tantæ opponere cladi.
 Sensit Atlantiades tacitus, dubioque tremebant
 Corda metu : accelerare hostem jubet improbus, ictum
 Ne videat, verbisque rapit per inania mentem,
 Castigatque moras, Adeon' juvat usque morari,
 Nec pudor est ? quæ tanta animis ignavia ? sic nos
 Increpitas semper cunctantes impiger ipse ?
 Scilicet expectas dum nox certamina tollat ?
 His actus, peditem imprudens dum captat Apollo,
 Præterit fortunam : alacer vocem extulit astris
 Lætiâ exiliens Cyllenius : inde periclo
 Regem ipsum eripiens, opponit Amazonis armis
 Haud invitum equitem, qui sævos arceat ictus.
 Tum secum meditans candenti letum elephantis,
 Qui meta arcebat famulam, ne regis iniret
 Concessos thalamos, curvato perculit arcu :
 Concidit, atque ictu tellurem bellua vasto
 Pulsavit moriens ; dum regi intentat Apollo
 Nequicquam exitium : tum metam impunè ministra
 Nigra tenet, (nec Phœbus obest) jam regia conjux.

(To be continued.)

PROBLEM, No. 86.

By M. BONE.*

White, playing first, mates in six moves.



GAME CCLX.

In the Match between Messrs. B—N and S—Y.

White. (Mr. B—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. K. Kt. to Kt. fifth
8. Q. to her Kt. third (a)

Black. (Mr. S—Y.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. K. Kt. to B. third
7. Castles
8. Q. to K. second

* From *Le Palamède*.

White. (M. B—N.)

9. Q. B. to R. third
10. Q. P. one
11. Q. Kt. to Q. second
12. K. Kt. to K. B. third
13. B. takes B.
14. Q. to her B. second
15. K. Kt. to R. fourth
16. Q. Kt. to K. B. third
17. K. to R. square
18. K. R. P. one
19. K. Kt. to B. fifth
20. Q. Kt. to K. R. second
21. Q. R. to K. square
22. K. Kt. P. one
23. K. to Kt. second
24. Q. Kt. takes Kt. P.
25. K. to K. B. third
26. R. to K. R. square (*b*)
27. Q. B. to his square (*c*)
28. R. takes Kt.
29. K. P. takes R.
30. B. takes K. R. P.
31. Q. to K. second
32. K. to Kt. second
33. R. to K. R. square
34. B. to Q. second
35. Kt. to K. R. sixth
36. Q. to K. B. third
37. R. to R. fifth
38. Kt. to his fourth
39. R. to Kt. fifth
40. R. to K. Kt. seventh (check)
41. Kt. to R. sixth
42. R. to Kt. fifth
43. R. to R. fifth
44. B. to K. Kt. fifth
45. B. takes Kt.
46. R. takes K. B. P.
47. Q. takes R. (check)
48. Kt. to K. Kt. eighth
49. Kt. to K. B. sixth
50. K. to R. third
51. Kt. to Q. seventh (check)
52. Q. to K. B. eighth (*e*)
53. Q. to her Kt. eighth (check)
54. Q. to her R. eighth (check)

Black. (Mr. S—Y.)

9. Q. P. one
10. K. B. to Q. Kt. third
11. K. R. P. one
12. Q. B. to K. third
13. Q. takes B.
14. K. Kt. to K. R. fourth
15. Q. to K. Kt. fifth
16. Kt. to K. B. fifth
17. K. Kt. P. two
18. Kt. takes K. R. P.
19. Q. to K. R. fourth
20. Kt. to K. B. fifth
21. K. R. to K. square
22. K. Kt. to K. third
23. K. Kt. P. one
24. K. Kt. to K. B. fifth (check)
25. R. to K. third
26. K. Kt. to K. R. sixth
27. K. R. to K. B. third
28. R. takes Kt. (check)
29. Q. takes R.
30. Q. to R. fourth
31. Q. takes P. (check)
32. K. B. P. one
33. K. to B. second
34. K. to his second
35. Q. to Kt. third
36. R. to K. B. square
37. K. to Q. second
38. K. B. P. one
39. Q. to K. third
40. K. to Q. B. square
41. Q. to K. B. third
42. Kt. to K. second (*d*)
43. Q. R. P. one
44. Q. to K. third
45. Q. takes B.
46. R. takes R.
47. K. to Q. Kt. square
48. Q. to K. square
49. Q. to Q. B. third (check)
50. Q. takes Q. B. P.
51. K. to R. second
52. Q. R. P. one
53. K. to R. third
54. K. to Kt. fourth

<i>White.</i> (M. B—N.)	<i>Black.</i> (Mr. S—Y.)
55. Q. takes Q. Kt. P.	55. Q. takes Q. P.
56. Q. R. P. two (check)	56. K. takes P.
57. Kt. takes B. (check)	57. P. takes Kt.

AND, AFTER A FEW MORE MOVES, WHITE ABANDONED THE GAME.

Notes to Game CCLX.

(a) This does not strike us as an improvement on the usual move of "K. B. P. two."

(b) If, instead of playing thus, he had taken the Knight, Black would have gained at least a piece in return; *ex. gr.*

<i>White.</i>	<i>Black.</i>
K. Kt. P. takes Kt.	Q. to K. R. sixth (check)
K. Kt. interposes	R. to K. Kt. third
Q. Kt. to K. third	B. takes Q. Kt.
R. takes B. (best)	P. takes K. B. P., winning either R. or Kt., for if White were now to take the Pawn, he would be mated next move.

(c) Queen to her Bishop's square would perhaps have been stronger play.

(d) Had he taken the Knight, White, by taking the King's Bishop's Pawn with his Rook, would have gained the exchange and a fine position.

(e) It appears to us that White should have exchanged the Knight for his opponent's Bishop, and then have advanced the King's Knight's Pawn.

GAME CCLXI.

Between the same Players.

<i>Black.</i> (Mr. S—Y.)	<i>White.</i> (Mr. B—N.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth
5. Q. B. P. one	5. P. to Q. sixth
6. Q. takes P.	6. Q. P. one
7. Castles	7. Q. B. to K. third
8. Q. Kt. P. two	8. K. B. to Q. Kt. third
9. Q. R. P. two	9. Q. R. P. one
10. Q. B. to K. third	10. Q. B. takes K. B.
11. Q. takes B.	11. B. takes B.
12. K. B. P. takes B.	12. K. Kt. to B. third
13. Q. Kt. to Q. second	13. Castles

Black. (Mr. S—Y.)

14. K. Kt. to Q. fourth
15. Q. to K. second
16. K. Kt. to K. B. fifth
17. Q. to K. B. third
18. K. R. to K. B. second
19. K. Kt. to R. sixth (check)
20. Q. R. to Q. B. square
21. K. Kt. to K. B. fifth
22. Q. to K. R. third
23. R. takes Kt.
24. Q. takes Q.
25. K. R. P. one
26. R. to K. B. fourth
27. Q. R. to K. B. square
28. K. Kt. P. two
29. R. to K. B. sixth
30. K. Kt. P. one
31. Kt. to K. B. third
32. K. to his B. second
33. Kt. takes R.
34. K. to Kt. second
35. K. R. to B. third
36. Q. R. to Q. B. square
37. K. takes Kt.
38. Q. Kt. P. one
39. Q. R. P. takes P.
40. K. to his fourth
41. K. Kt. P. takes P. (check)
42. R. to Q. B. fifth
43. R. takes K. P.
44. R. takes R.
45. P. takes Q. B. P.
46. K. to his fifth
47. K. R. P. one
48. K. P. one
49. K. to Q. fifth
50. R. P. takes P.
51. K. P. one
52. Kt. P. one
53. Kt. P. one

White. (Mr. B—N.)

14. Q. Kt. to K. fourth
15. Q. to K. square
16. Q. Kt. to K. Kt. third
17. Q. to K. fourth
18. Q. R. to K. square
19. K. to R. square
20. Q. to K. Kt. fourth
21. Q. Kt. to R. fifth
22. Kt. takes Kt.
23. Q. to Kt. fifth
24. Kt. takes Q.
25. K. Kt. P. one (a)
26. Kt. to K. fourth
27. K. to his Kt. second
28. Kt. to Q. sixth
29. Kt. to Q. B. eighth
30. Q. R. to K. fourth
31. Kt. to K. seventh (check)
32. Kt. takes Q. B. P.
33. Kt. takes P. (check)
34. P. takes Kt.
35. Kt. to Q. seventh
36. Kt. takes K. R.
37. Q. B. P. one
38. Q. R. P. takes P.
39. R. to Q. B. square
40. K. B. P. one
41. K. takes P.
42. R. to Q. B. second
43. R. to K. second
44. K. takes R.
45. P. takes P.
46. K. R. P. one
47. K. R. P. one
48. Q. B. P. one
49. K. Kt. P. one (b)
50. R. P. one
51. R. P. one
52. R. P. one
53. P. becomes a Q. (check)

BLACK RESIGNED. (c)

Notes to Game CCLXI.

(a) Had he taken the Pawn at King's sixth, he would have lost his Knight.

(b) The mode in which White manœuvres his Pawns is well deserving the attention of young players.

(c) This game, which is very well played by the second player, terminated the match.

GAME CCLXII.

Played between Mr. LEWIS and an Amateur; Mr. LEWIS giving the Queen's Knight.

White. (Mr. LEWIS.)

1. K. P. two
2. K. B. P. two
3. K. P. one
4. K. B. checks
5. Kt. to B. third
6. Q. to K. second
7. Q. B. P. one
8. K. B. to Q. R. fourth
9. K. B. to Q. B. second
10. Castles
11. Q. to K. fourth
12. Q. P. one
13. Q. B. to Q. second
14. Q. R. to Q. Kt. square
15. Q. to K. square
16. K. Kt. P. two
17. Q. B. takes Kt.
18. Q. takes P.
19. K. R. takes Q. B.
20. K. B. P. one
21. P. takes P.
22. K. B. checks
23. P. takes K. Kt. P.
24. P. takes Kt. (check)
25. B. takes P. (check)
26. K. R. to K. Kt. third (check)
27. Q. to K. R. sixth
28. K. B. takes K. R.
29. R. takes R. (check)
30. P. takes P.
31. Q. P. one
32. Q. CHECKMATES.

Black. (Mr. H. W—.)

1. K. P. one
2. Q. P. two
3. Q. B. P. two
4. Q. Kt. to B. third
5. Q. B. to Q. second
6. K. B. to K. second
7. Q. R. P. one
8. Q. P. one
9. K. Kt. to K. R. third
10. Castles
11. K. Kt. P. one
12. K. Kt. to K. B. fourth
13. Q. to Q. Kt. third
14. Q. Kt. to Q. square
15. Q. B. to its third
16. K. Kt. to K. sixth
17. P. takes B.
18. Q. B. takes Kt.
19. Q. to Q. B. second
20. K. P. takes P.
21. K. B. P. one
22. Kt. to K. B. second
23. Q. B. P. one
24. K. takes P.
25. K. to Kt. second
26. K. to R. square
27. K. R. to K. Kt. square
28. Q. R. takes B.
29. K. takes R.
30. Q. to Q. Kt. third (check)
31. Q. to K. third

GAME CCLXIII.

Between the Honorary Secretary and another Member of the London Chess Club.

Black. (Mr. —.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Castles
6. Q. P. two
7. Q. to her Kt. third
8. K. Kt. to Kt. fifth
9. Q. B. P. takes P.
10. Q. takes Q. Kt. P.
11. Q. Kt. to B. third
12. K. P. one
13. K. Kt. to K. fourth
14. Q. B. takes K. Kt.
15. Q. to her fifth
16. K. Kt. to B. sixth (check)
17. Q. to K. fourth
18. B. takes R.
19. Q. to K. R. fourth
20. Q. takes R. P.
21. Q. to K. R. eighth (check)
22. Q. take K. P. (check)
23. K. R. to K. square
24. R. takes Q. (check)
25. K. R. to K. square
26. K. R. P. two
27. K. to R. second
28. K. B. P. two
29. K. to R. third
30. R. to Q. square
31. K. Kt. P. one
32. Q. Kt. P. one
33. Kt. to Q. R. fourth
34. Q. Kt. P. one
35. R. to Q. B. square
36. Kt. to Q. B. fifth
37. R. takes K. B.
38. Q. Kt. P. takes R.
39. K. Kt. P. one
40. K. takes P.

White. (Hon. Sec.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. Q. B. to K. Kt. fifth
6. P. takes P.
7. Q. to her second
8. K. Kt. to R. third
9. Q. Kt. takes P.
10. Castles
11. Q. R. P. one
12. Q. B. to K. B. fourth
13. K. B. to Q. Kt. third
14. Q. R. to his second
15. Q. B. to K. third
16. P. takes Kt.
17. B. takes B.
18. P. to K. B. fourth
19. K. takes B.
20. Q. P. takes P.
21. K. to his second
22. Q. to K. third
23. Q. takes Q.
24. K. to his B. square
25. Q. R. to his square
26. B. to K. third
27. K. to Kt. second
28. Q. R. to K. R. square
29. Q. B. P. one
30. Q. B. P. one
31. B. to R. second
32. R. to Q. B. square
33. Q. B. P. one
34. Q. B. P. one
35. Q. B. P. one
36. K. B. takes Kt.
37. R. takes R.
38. B. takes Q. R. P.
39. P. takes P. (check)
40. B. to K. third (check)

Black. (Mr. —)

41. K. to R. fifth
42. R. takes Q. B. P.
43. K. to Kt. fifth

White. (Hon. Sec.)

41. Kt. to K. seventh
42. Kt. to K. Kt. sixth (check)
43. K. B. P. one (ch.) **MATE.**

GAME CCLXIV.

Between the same Opponents.

Black. (Mr. —)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Castles
6. Q. P. two
7. Q. to her Kt. third
8. B. takes K. B. P. (check)
9. Q. takes Q. Kt. P.
10. Q. takes R.
11. K. Kt. P. takes B.
12. Kt. to Q. second
13. Q. to K. B. eighth
14. Q. takes K. Kt. P. (check)
15. Q. takes R.
16. Q. Kt. to K. B. third
17. Q. takes R. P.
18. Q. to K. R. fourth
19. B. to K. Kt. fifth
20. Q. R. to K. square
21. Q. to R. seventh (check)
22. B. to K. R. fourth

White. (Hon. Sec.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. Q. B. to K. Kt. fifth
6. P. takes P.
7. Q. to her second
8. Q. takes B.
9. K. to Q. second
10. B. takes Kt.
11. Q. takes P. at K. B. sixth
12. Q. to K. R. sixth
13. K. Kt. to B. third
14. Q. Kt. to K. second
15. K. Kt. to Kt. fifth
16. Q. takes Kt.
17. P. to Q. sixth
18. Q. takes P. at K. fifth
19. Kt. to K. B. fourth
20. Q. to K. B. sixth
21. K. to Q. B. third
22. Q. to R. sixth, **AND WINS.**

GAME CCLXV.

Played at Goode's Chess Rooms, between two of the best Metropolitan
Players.

White. (Mr. —)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. Q. takes P.
7. Castles

Black. (Mr. —)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. Q. to K. B. third (a)
5. P. to Q. sixth (b)
6. K. B. to Q. B. fourth
7. Q. P. one

White. (Mr. —.)

8. Q. B. to K. third
9. Q. Kt. to Q. second
10. Q. Kt. P. two
11. Q. B. to K. Kt. fifth
12. Kt. takes Kt.
13. Q. B. takes Q.
14. Q. B. takes K. Kt. P.
15. K. B. takes Kt.
16. Q. R. P. two (c)
17. K. Kt. P. one
18. K. takes B.
19. Q. Kt. P. one
20. Kt. to Q. Kt. third
21. K. R. P. two
22. R. to Q. B. square
23. Q. B. P. one
24. R. to B. second
25. Kt. to Q. B. square
26. Kt. to K. second
27. Kt. to B. fourth
28. P. takes R.
29. P. to K. B. fifth
30. K. to Kt. second
31. R. to K. second
32. K. to R. third
33. K. B. P. one
34. K. to R. fourth
35. K. to Kt. third
36. B. to Q. B. second
37. K. to R. fourth

Black. (Mr. —.)

8. K. B. to Q. Kt. third
9. K. Kt. to K. second
10. K. Kt. to his third
11. K. Kt. to K. fourth
12. Q. Kt. takes Kt.
13. Kt. takes Q.
14. R. to Kt. square
15. R. takes Q. B.
16. Q. B. to K. R. sixth
17. B. takes R.
18. Q. R. P. two
19. Castles
20. K. R. P. two
21. Q. R. to K. Kt. square
22. K. to Q. Kt. square
23. R. to Kt. fifth
24. K. to R. second
25. B. to Q. fifth
26. B. to Q. B. fourth
27. R. takes Kt.
28. R. to K. Kt. fifth
29. R. takes K. R. P.
30. K. B. P. one
31. R. to K. Kt. fifth (check)
32. R. to Kt. eighth
33. B. to Q. fifth
34. R. to R. eighth (check)
35. R. to Q. R. eighth
36. R. to Q. R. sixth
37. R. takes K. B. P.

AND BLACK ULTIMATELY WON THE GAME.

Notes to Game CCLXV.

(a) This defence to the "Queen's Pawn two" opening, was usually adopted by the late Mr. M'Donnell: it appears to us that it gives the second player a very constrained position.

(b) Undoubtedly better than taking the Pawn.

(c) This ill-considered move at once destroys the advantage White had previously gained.

GAME CCLXVI.

Between two strong Metropolitan Players.

White.

1. K. P. two
2. K. Kt. to B. third

Black.

1. K. P. two
2. Q. Kt. to B. third

White.

3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. Kt. to K. Kt. fifth
8. K. B. P. two
9. Q. P. two
10. K. to R. square
11. K. P. one
12. Q. B. to Q. R. third
13. Q. to K. square
14. Kt. takes K. B. P.
15. B. takes R. (check)
16. K. B. P. takes K. P.
17. P. takes K. Kt.
18. R. to K. B. fourth
19. Q. to R. fourth
20. K. R. P. one
21. R. takes B.
22. Q. to R. seventh (check)
23. Kt. to Q. second
24. Kt. to Q. Kt. third
25. B. to Q. B. fifth
26. Kt. checks
27. Q. to her seventh
28. R. to K. square
29. Q. takes Q. B. P. (check)
30. Q. to K. Kt. seventh (check)

Black.

3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. K. Kt. to B. third
7. Castles
8. B. to Q. Kt. third (check)
9. Q. P. one
10. K. P. takes Q. P.
11. Q. P. takes K. P.
12. Q. B. to K. Kt. fifth
13. Q. Kt. to R. fourth
14. R. takes Kt.
15. K. takes B.
16. Q. Kt. to Q. B. fifth
17. Kt. to K. sixth
18. K. Kt. P. takes P.
19. K. R. P. two
20. K. B. P. one
21. R. P. takes R.
22. K. to his third
23. P. takes Q. B. P.
24. Q. to K. B. third
25. R. to K. R. square
26. K. to his fourth
27. B. takes B.
28. B. takes Kt.
29. Q. to her third
30. K. to his fifth

BLACK WON THE GAME.

GAME CCLXVII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 36th.)

White. (M. DE LA B.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Q. P. two
6. P. takes P.
7. Q. Kt. to B. third
8. Q. P. one
9. Kt. takes Kt.
10. Q. B. to K. Kt. fifth

Black. (Mr. M'D.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. P. takes P.
6. K. B. to Q. Kt. third
7. K. Kt. to B. third
8. Q. Kt. to K. fourth
9. P. takes Kt.
10. Q. R. P. one

White. (M. DE LA B.)

11. Q. to K. B. third
12. B. takes Kt.
13. Q. takes Q.
14. Castles on Q. side (a)
15. K. R. to K. B. square
16. K. to Q. B. second
17. K. Kt. P. one
18. Q. P. one (b)
19. K. B. takes K. B. P. (check)
20. Q. P. one
21. R. takes B. (check)
22. R. takes K. R. P.
23. R. takes R.
24. R. to Q. square
25. Kt. to K. second
26. K. Kt. P. one
27. K. R. P. one
28. R. to Q. third (c)
29. Kt. to K. Kt. third
30. Kt. to K. B. fifth
31. K. R. P. one
32. K. R. P. one
33. R. to K. R. third
34. P. takes P.
35. K. to Q. Kt. square
36. K. R. P. one
37. K. R. P. one (check)
38. Kt. to K. third
39. P. takes P.
40. R. to K. R. square
41. Kt. to Q. B. second
42. K. takes P.
43. R. to K. square
44. K. to Q. Kt. third

Black. (Mr. M'D.)

11. Q. to her third
12. Q. takes B.
13. P. takes Q.
14. K. B. takes K. B. P.
15. K. B. to K. sixth (check)
16. K. R. to K. Kt. square
17. K. R. to Kt. third
18. Q. B. P. one
19. K. takes B.
20. Q. B. takes P.
21. K. to K. third
22. R. to K. R. third
23. B. takes R.
24. Q. Kt. P. two
25. Q. R. P. one
26. Q. R. to K. Kt. square
27. Q. B. P. one
28. R. to Q. B. square
29. Q. Kt. P. one
30. K. B. to his square
31. Q. R. P. one
32. Q. B. P. one
33. Q. Kt. P. one (check)
34. Q. B. P. takes P. (check)
35. K. to his B. second
36. K. to Kt. square
37. K. to his R. square
38. Q. R. P. one
39. B. takes P. (d)
40. Q. Kt. P. one
41. B. to K. second
42. R. to Q. B. fifth
43. K. takes P.
44. R. to Q. B. square

DRAWN GAME.

Notes to Game CCLXVII.

(a) The advantage to accrue from the sacrifice of the King's Bishop's Pawn is not obvious.

(b) The advance of this Pawn, with the three or four consequent moves, is skilfully conceived.

(c) To prevent the Bishop being played to King's sixth, and afterwards to Queen's fifth.

(d) Instead of this move, we believe Black should have played his Rook to Queen's Bishop's sixth, with the object of winning the Knight.

PROBLEMS FOR YOUNG PLAYERS.

No. 77.

By S. A—s.

<i>White.</i>	<i>Black.</i>
K. at Q. B.'s square	K. at K. R.'s fifth
Q. at Q. B.'s seventh	Q. at K.'s seventh
Pawns at K. Kt.'s second, and K.	R. at K. B.'s seventh
B.'s third	Pawn at K. R.'s second

White to move, and mate in four moves.

No. 78.

By the same.

<i>White.</i>	<i>Black.</i>
K. at his B.'s sixth	K. at his R.'s square
B. at K. R.'s fourth	
Pawns at K. R.'s sixth, and K.	
Kt.'s sixth	

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 75.

<i>White.</i>	<i>Black.</i>
1. Q. Kt. P. two	1. K. R. P. one
2. K. R. P. two	2. K. R. P. one
3. K. Kt. P. one	3. K. is moved

White wins easily.

No. 76.

<i>White.</i>	<i>Black.</i>
1. Q. R. to Q.'s fifth (check)	1. K. to Q. B.'s third
2. Kt. to Q. Kt.'s fourth (check)	2. K. to Q. Kt.'s second
3. K. R. to K.'s seventh (check)	3. K. to R.'s square
4. K. R. to Q. R.'s seventh (ch.)	4. K. to Kt.'s square
5. Kt. to Q. R.'s sixth (check)	5. K. to Q. B.'s square
6. K. R. to Q. B.'s seventh (ch.)	

MATE.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS
 In our preceding Number.

No. 84.

Black.

1. R. to Q. Kt.'s fifth (check)
2. R. to Q. B.'s fifth (check)
3. R. to Q.'s fifth (check)
4. R. to K. B.'s fifth, threatening to play to K. B.'s square next move
5. If Black were now to move his K. to Kt.'s square, White would check with the Q. at K. B.'s seventh, and if, instead of moving his King, he plays R. to K. B.'s third, White may take the Rook with his Queen, and then mate in three moves, therefore, he moves R. to K. B.'s eighth
6. Black dare not move his King, as he would in that case lose the Rook: he has no better move than R. to K. B.'s sixth
7. Were Black to check with the Rook, White would move his K. to Q. B.'s seventh, therefore, K. to Kt.'s sq.

White.

1. K. to Q. B.'s seventh
 If you once permit the adverse Rook to be played with safety upon the same rank his King stands on, the game will be drawn. (See this demonstrated in the solution to Problem, No. 67, at page 174 of this volume.)
2. The Queen must not take the Rook, because Black would then be stalemated, therefore, K. to Q.'s seventh
3. K. to his eighth
 If you played to King's seventh, he would draw the game. (See Variation 1.)
4. Q. to K.'s seventh, the only move to win
5. You must not move the King, as Black would force him back, or place the Rook upon the Black King's rank; but you may play Q. to Q. Kt.'s fourth
6. K. to Q.'s seventh
7. Q. to her B.'s fourth (check)

<i>White.</i>	<i>Black.</i>
8. K. to R.'s square	8. Q. to Q. B.'s eighth (check)
9. R. interposes	9. Q. takes R. (check) MATE.
(Variation 1.)	
3. R. to Q.'s fifth (check)	3. K. to Kt.'s seventh
4. R. to K. B.'s fifth	4. You have nothing better than Q. to K.'s sixth
5. R. to K. B.'s square	

AND THE GAME IS DRAWN.

No. 85.

<i>White.</i>	<i>Black.</i>
1. Kt. to K. B.'s sixth	1. P. one
2. P. to K. B.'s fourth	2. P. one
3. P. takes P. (check) MATE.	

NOTICES TO CORRESPONDENTS.

"H. A. K., BRIGHTON."—A private communication on the subject of the poem has been forwarded.

"H. M. C."—It is false and dishonourable to plead the use of the precautionary words "*J'adoube*," as an exemption from moving a piece or Pawn which you have touched with the intent to play it. "*J'adoube*" should be said only when a player touches a piece or Pawn for the purpose of *adjusting its position on the board*.—"H. M. C.'s" Problem shall have an early place in the "**CHRONICLE**."

"CHESTERFIELD REDIVIVUS."—To what purpose does our bantering communicant wish us to devote the four sheets of blackguard excerpts, which he has been at the pains of culling from the Notes on Chess, in a Sporting Sunday's Newspaper?—He cannot imagine we shall debase our pages and insult our readers by reprinting the scum and froth of his "fat-headed Boeotian."—Where are the books alluded to? the parcel received, contained none.

"ULTIMA THULE."—The "**CHRONICLE**" may be had in Monthly Parts, and should reach our correspondent in about four days after publication.—Apply to the Publisher.

"FAIR PLAY" is thanked. We have before heard such letters were circulated, and wait only for indubitable evidence of the fact, to make a public example of the fellow.

"J. M. S."—Highly acceptable indeed! Will our esteemed contributor favour us with an early interview?

"R. G."—Much depends upon position:—*ceteris paribus*, two Bishops are better at the latter end of a game than two Knights.

"R. A. B., LEEDS."—Very welcome at all times are the ingenious stratagems of our valued contributor, "R. A. B."

"J. F. B., JERSEY."—Received, with thanks.

"J. G. B., CANONBIE."—In the position received, Black wins easily by advancing the King's Pawn, giving check: if White then take the Pawn with his Rook, Black must play his Rook to K. B.'s eighth, check-

ing; and should the King be played to his second, attacking the Rook, Black has only to advance his Knight's Pawn, and will "Queen" it next move.

LE PALAMÈDE;

REVUE MENSUELLE DES ÉCHECS.—No. 3, for February.

THE Third Number of this publication contains some clever problems, a smartly written article on the *habitudes* of "The Café de la Régence," and an analysis of Mr. C—e's variation on the seventh move in the "Queen's Pawn two" opening; we regret, however, to observe that the work is wanting in what should ever form the staple commodity of a periodical devoted to the illustration of Chess—good games. Nor is this deficiency at all compensated for by such *vapid*, lack-lustre nothings, as "Ruy Lopez," and the like. Half a dozen well contested games between the Editor and M. Des Chappelles, would find more favour in the eyes of Chess Players here, and go farther to extend the circulation of *Le Palamède*, than a volume of those dull fictions which so unworthily usurp their place.

SCACCHILÆ LUDUS.—BY VIDA.

(Concluded from page 304.)

Jamque alacres paribus certamina viribus ambo
Rursum ineunt, nuptasque ferunt in bella secundas.
Tum, quanquam ambiguae spes sint, incertaque belli
Alea adhuc, tamen, ac si palmæ certus, & omne
Discrimen positus sit supra, gaudia ficto
Ore puer, Maiae simulat, verbisque superbit
Improbos, insultans, astûs genus & sua creber
Vocibus extollens, albæ premit arma cohortis.
Quem sic deprænsa juvenis Latonius arte
Increpitat: Nondum extremam dubio ultima bello
Imposuit fortuna manum, & jam voce superbis.
Proinde mihi insulta, & tumidis reple omnia verbis,
Certa tuum annuerit tibi cùm victoria Martem.
Sed jam nulla mora est; tua nunc, nunc irrita faxo
Dicta manu. Hæc fatus, reginam hortatur in hostes,
Continuò exoritur magnum certamen, & ingens
Hinc atque hinc rabies; dum fixum vincere utrisque.
Audentes in tela ruunt: stat multus ubique
Terror, ubique pavor, mortisque simillima imago.
Nituntur cuncti adversi, seseque viro vir
Obtulit: invigilant castris avertere pestem
Quisque suis, hostemque fugant, hostiliaque ipsi
Castra petunt, variantque vices, fortunaque ludit
Spe cupidos, & corda moræ impatientia torquet.
Funera spargebat fuscæ regina cohortis
Per medias animosa acies: non æmula contrâ

Opposuit sese virgo, sed calle per hostes
 Secreto interea regis tendebat ad alta
 Limina : dein subito captis custodibus arcis
 Irruit, atque aditus irrumpens obsidet aulam,
 Intentatque necem regi. Tum nigra virago,
 Postquam altis vidit canam in penetralibus hostem,
 Cæde madens strages citò linquit, & imperfecta
 Funera, & acta pedem retro exanimata repressit ;
 Nec timuit mediam se certæ opponere morti,
 Et patriæ, & trepido properans succurrere regi.

Hic aliud majus Phœbo, graviusque dolendum
 Objicitur : nam cornipedem Cyllenius atrum
 Huc illuc agitans campo insultabat aperto.
 Ardet equus, saltuque furit ; nec destitit ausis,
 Donec, reginæ pariter regique minatus,
 Optatam tenuit sedem, exitioque futurus
 Aut huic, aut illi, nigrantibus obstitit armis.
 Ut vidit, tristi turbatus pectus Apollo
 Ingemuit ; largusque genis non deficit humer.
 Et jam jam labi, atque retro sublapsa referri
 Spes omnis, fluxæ vires, aversa Deûm mens.
 Arcas successu exultans, ac munere Divûm
 Lætus, ovanque, animum vocemque ad sidera tollit ;
 Et tandem rediit vigor in præcordia victo.
 Protinus inclusam feriens sub tartara mittit
 Reginam, & spoliis potitur non segnis opimis :
 Tantùm olî bellator equus cadit, ilia fossus
 Ultoris ferro regis. Nondum tamen expes
 Phœbus abit, sed pugnat adhuc : atque agminis albi
 Reliquiæ, pedites duo, & arcu insignis eburno
 Martis amor juvenis, nequicquam bella lacesunt.
 Audentes facit amissæ spes lapea salutis,
 Succurruntque duci labenti in funera : sed non
 Talibus auxiliis, nec defensoribus istis
 Tempus eget : totq; Maia satus æquore sævit.
 Instat vi multâ nigra virgo, septaque regis
 Circuit, excidium intentans, hac perfurit, atque hac :
 Nec requievit enim, donec certamine iniquo
 Reliquias gentis candentis, & ultima bello
 Auxilia absumpsit. Medio rex æquore inermis
 Constitit amissis sociis ; velut æthere in alto,
 Expulit ardentes flammæ ubi lutea bigis
 Luciferis aurora, tuus pulcherrimus ignis
 Lucet adhuc, Venus, & cælo mox ultimus exit.
 Nulla salus illi superat, spes nulla salutis :
 Non tamen excedit victus, sed claudere sese
 Hostiles inter cuneos, impunè per enses

Actus, avet, donec nusquam spatia ulla supersint
 Effugiis. Nam si nemo illi fata minetur,
 Nec superet sedes, quam impunè capessere possit ;
 Nil tantorum operum impensia foret omnibus actum :
 Sed labor effusus frustra, viresque fuissent ;
 Nec titulos quisquam, aut victoris nomen haberet.
 Ergo per vacuas sedes, desertaque castra
 Nunc huc, rursum illuc, incertos implicat orbes
 Diffugiens : niger insequitur rex æquore toto,
 Atque fugæ semper spatiumque abitumque relinquit.
 Pòst, ubi supremo tendentem limite gressum
 Vidit, reginam sedes servare secundas
 Jussit, ab angustis ne se ille abducere posset
 Ordinibus ; tantumque fugæ misero ultima restat
 Linea : tum sese contrà niger æmulus infert
 Dux gentis propiore gradu ; sedes tamen una
 Alterum ab alterius contactu summovet usque.
 Ut verò contra exultantem victus, & expes
 Constitit invitus, fortunam nacta virago
 Extremam insiliit sedem, totoque minatur
 Limite : nec misero restat locus ampliùs usquam.
 Tandem illum surgens virgo crudelis in ense
 Immolat, & finem imposuit sors aspera pugnæ ;
 Ingenti Superùm plausu, & clamore secundo.

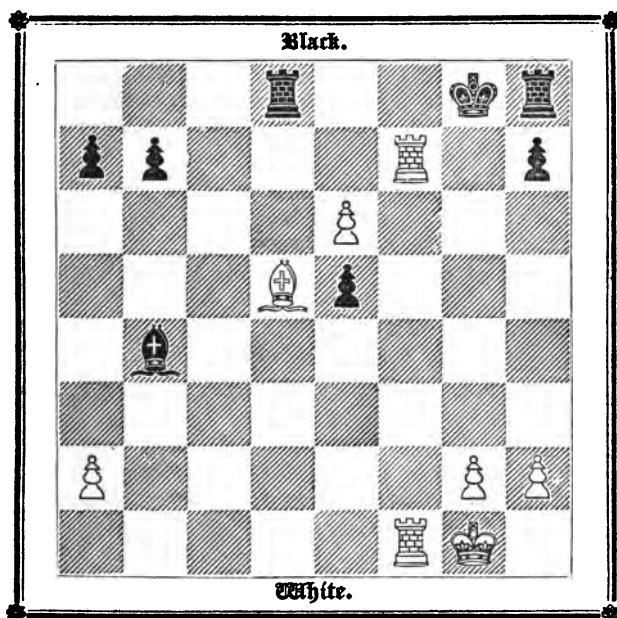
Victor Atlantiades exultat littore toto
 Improbus, & victo insultat, ridetque dolentem :
 Quem Pater omnipotens ad se vocat, & dat habere
 Felicem virgam, qua puras evocet umbras
 Pallenti Styge, ut infectum scelus eluit ignis ;
 Quaque Erebo damnet fontes, & carcere cæco ;
 Detque adimatque oculis somnos ; & funere in ipso
 Lumina lethæo claudat perfusa sæpore.
 Mox verò gratum ludum mortalibus ipse
 Ostendit Deus, & morem certaminis hujus
 Italix primùm docuit celebrare colonos.

Namque olim, ut perhibent, dilectam Scacchida, qua non
 Inter Seriadas præstantior altera Nymphas,
 Compressit ripà errantem, & nil tale putantem,
 Dum pascit niveos herbosa ad flumina olores.
 Tum bicolorem illi buxum dedit, atque pudoria
 Amissi pretium, vario ordine picturatam
 Argentique auriqve gravem tabulam addidit, usumque
 Edocuit : Nymphæque etiam nunc servat honorem,
 Et nomen ludus, celebrat quem maxima Roma,
 Extremæque hominum diversa ad littora gentes.
 Omnia quæ puero quondam mihi ferre solebant
 Seriades, patrii canerem dum ad flumina Serii.

PROBLEM, No. 87.

By Mr. J. K—L, of Liverpool.

White to move, and mate in six moves.



GAME CCLXVIII.

Between the Honorary Secretary of the London Chess Club and
Mr. D—LS.*Black.* (Mr. D—LS.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. P. takes P.
7. K. P. one
8. K. P. takes P. *en passant*
9. Q. to her Kt. third
10. Castles
11. Q. takes B.
12. R. to K. square

White. (Hon. Sec.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. checks
5. P. takes P.
6. B. to Q. R. fourth
7. Q. P. two
8. Q. takes P.
9. Q. B. to K. third
10. B. takes B.
11. K. Kt. to K. second
12. Castles on K.'s side

Black. (Mr. D—Ls.)

13. B. to Q. R. third
14. Q. Kt. to Q. second
15. Q. Kt. to K. fourth
16. Q. R. to Q. square
17. Q. Kt. to K. Kt. fifth
18. R. takes R.
19. R. to Q. seventh
20. K. R. P. one
21. Q. to her fifth
22. Q. B. P. one
23. Kt. takes Kt.

White. (Hon. Sec.)

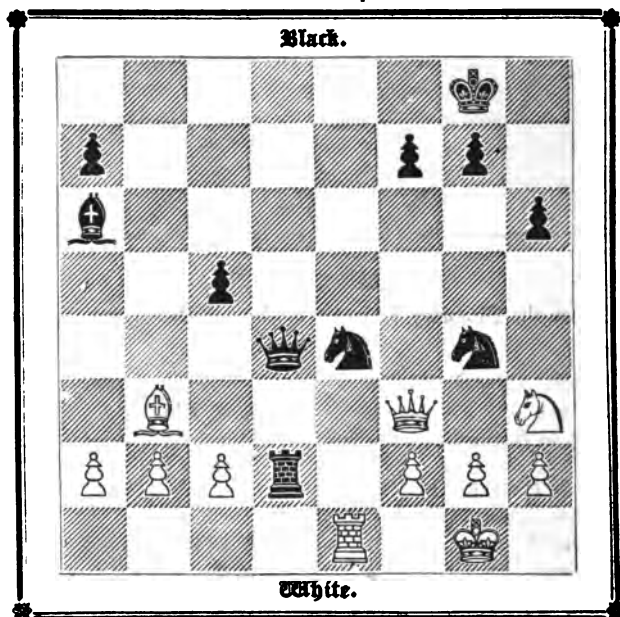
13. Q. to K. B. third
14. K. R. to K. square
15. Q. to K. Kt. third
16. Q. R. to Q. square
17. R. takes R.
18. K. Kt. to K. B. fourth
19. K. Kt. to K. R. third
20. B. to Q. Kt. third
21. Q. to K. B. third
22. Q. Kt. to K. fourth

AND WHITE GAVE MATE IN SIX MOVES.

The position of the pieces is given, on the annexed Diagram, as

PROBLEM, No. 88.

White to play, and mate in six moves.



GAME CCLXIX.

Between Mr. E. W., of Bristol, and Mr. SP—Y, of Liverpool.

<i>White.</i> (Mr. E. W.)	<i>Black.</i> (Mr. SP—Y.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. P. one	4. Q. P. one
5. K. R. P. one	5. Q. Kt. to Q. R. fourth
6. K. B. to Q. Kt. third	6. Kt. takes B.
7. Q. R. P. takes Kt.	7. Q. B. to K. third
8. Q. Kt. to Q. second	8. K. Kt. to K. second
9. Q. Kt. to K. B. square	9. K. B. P. two
10. Q. Kt. to K. Kt. third	10. K. B. P. one
11. Q. Kt. to K. R. fifth	11. Castles
12. K. Kt. to his fifth	12. Q. to her second
13. Q. B. P. one	13. K. Kt. P. one
14. Q. P. one	14. K. P. takes Q. P.
15. Q. Kt. takes K. B. P.	15. P. takes Q. B. P.
16. K. Kt. takes Q. B.	16. K. B. takes K. B. P. (check)
17. K. takes B.	17. Q. takes K. Kt.
18. K. to his third	18. K. R. takes Kt. (a)
19. K. takes R.	19. Q. R. to K. B. (check)
20. K. to his third	20. Q. to K. fourth
21. Q. to K. second (b)	21. Kt. to Q. fourth (check)
22. K. to Q. third	22. Kt. to Q. Kt. fifth (check)
23. K. to his third	23. Q. to Q. B. fourth (ch.) MATE.

Notes to Game CCLXIX.

(a) Well played.

(b) Queen to her third would have been much better play.

GAME CCLXX.

Between the same Antagonists.

<i>White.</i> (Mr. SP—Y.)	<i>Black.</i> (Mr. E. W.)
1. K. P. two	1. Q. B. P. two
2. K. B. P. two	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. K. P. one
4. Q. B. P. one	4. Q. P. two
5. K. P. one	5. Q. to Q. Kt. third
6. K. B. to Q. third	6. Q. B. to Q. second
7. K. B. to Q. B. second	7. Q. R. to Q. B. square
8. Castles	8. K. Kt. to R. third
9. K. to R. square	9. K. B. to K. second

White. (Mr. Sp—Y.)

10. Q. Kt. P. one
11. K. R. P. one
12. Q. B. to Q. R. third
13. Q. P. two
14. K. B. P. takes P.
15. Q. B. takes B.
16. Q. to her third
17. K. Kt. to his fifth
18. Q. to her second
19. Q. to K. B. fourth
20. Q. to K. B. sixth
21. Kt. takes K. R. P.
22. Q. takes Q.
23. Kt. to K. B. sixth (check)
24. Kt. takes Q. P.
25. Q. Kt. takes Q. B. P.
26. B. takes Q. Kt.
27. Q. Kt. to K. fourth
28. K. Kt. to Q. B. third
29. K. R. to Q. square
30. K. R. to K. square
31. Kt. takes B.
32. R. takes R.

Black. (Mr. E. W.)

10. Castles
11. K. B. P. one
12. K. R. to B. second
13. K. B. P. takes P.
14. Q. B. P. takes Q. P.
15. K. R. takes B.
16. K. Kt. P. one
17. Q. Kt. takes K. P.
18. P. takes Q. B. P.
19. Q. Kt. to K. B. second
20. Q. to her third
21. K. P. one
22. Kt. takes Q.
23. K. to his Kt. second
24. K. R. to K. square
25. Q. Kt. to K. B. fourth
26. Kt. takes B.
27. B. to Q. B. third
28. Q. R. to Q. square
29. Q. R. to Q. fifth
30. B. takes Kt.
31. R. takes Kt.
32. Kt. to K. Kt. sixth (check)

AND WHITE RESIGNED.

GAME CCLXXI.

Between Messrs. St—N and S—Y; the former giving the odds of
 “a Pawn and two Moves.”

White. (Mr. S—Y.)

1. K. P. two
2. Q. P. two
3. Q. Kt. to B. third
4. K. B. P. two
5. K. Kt. to B. third
6. K. B. to Q. third
7. K. P. one
8. K. B. P. takes P.
9. K. Kt. to K. R. fourth
10. Q. Kt. to K. fourth
11. K. Kt. to B. third
12. Q. B. P. two
13. Q. R. P. one
14. Q. takes Kt.
15. Q. B. to K. Kt. fifth

Black. (Mr. St—N.)

- 1.
2. Q. Kt. to B. third
3. Q. P. one
4. K. P. one
5. Q. Kt. to K. second
6. K. Kt. to B. third
7. Q. P. takes P.
8. K. Kt. to Q. fourth
9. K. Kt. P. one
10. Q. Kt. to K. B. fourth
11. K. B. to K. second
12. K. Kt. to Q. Kt. fifth
13. Kt. takes B. (check)
14. Castles
15. B. takes B.

White. (Mr. S—Y.)

16. Q. Kt. takes B.
17. Castles on Q.'s side
18. K. R. P. two
19. K. R. P. one
20. R. takes Kt.
21. Q. Kt. to K. fourth
22. K. R. P. takes P.
23. Q. to K. third
24. Q. Kt. to K. B. sixth (check)
25. P. takes R.
26. Kt. to K. fifth
27. R. to K. R. fifth
28. Q. takes P. (check)
29. R. takes Q. (check)
30. R. takes R. (check)
31. Kt. takes P.

Black. (Mr. ST—N.)

16. Q. B. P. one
17. Q. R. P. one
18. Kt. to K. Kt. sixth
19. Kt. takes R.
20. R. to K. B. fourth
21. Q. Kt. P. two
22. K. R. P. takes P.
23. Q. to K. B. square
24. R. takes Q. Kt.
25. Q. takes P.
26. K. Kt. P. one
27. R. to Q. R. second
28. Q. takes Q.
29. R. to K. Kt. second
30. K. takes R.

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED.

A valued Contributor, one of the most distinguished Players in the Berlin Chess Club, has forwarded to us the following two Games, recently played between Major JÄNISCH and M. VON H—T.

GAME CCLXXII.

White. (Major J.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Q. P. two
6. Castles
7. Q. B. to K. Kt. fifth
8. Q. B. to K. R. fourth
9. K. R. P. one
10. Q. B. to Kt. third
11. Q. B. to R. second
12. K. R. P. takes P.
13. K. B. to Q. Kt. fifth
14. B. takes Kt.
15. Q. R. P. two
16. Q. to her third
17. Q. Kt. to Q. second
18. K. R. to K. square
19. Q. Kt. P. two
20. Q. B. P. takes P.

Black. (M. VON H.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. B. to Q. Kt. third
5. Q. to K. second
6. Q. P. one
7. K. B. P. one
8. K. R. P. two
9. K. Kt. P. two
10. K. R. P. one
11. K. Kt. P. one
12. Q. B. takes P.
13. Castles
14. P. takes B.
15. Q. R. P. two
16. K. R. P. one
17. K. R. P. takes P.
18. Q. to K. R. second
19. K. P. takes Q. P.
20. Q. to K. R. fourth

White. (Major J.)

21. K. takes P.
22. K. to his B. square
23. K. to his second
24. Q. Kt. P. takes P.
25. Q. to her R. sixth (check)
26. R. to K. R. square
27. Q. to her third
28. R. takes R.
29. Q. to K. third
30. P. takes Q.
31. Q. Kt. takes P.
32. Q. Kt. to K. B. second
33. R. to K. Kt. square
34. K. takes B.
35. P. takes P.
36. K. takes R.

Black. (M. Von H.)

21. K. Kt. to K. second
22. Q. to K. R. sixth (check)
23. Q. takes B.
24. B. to Q. R. second
25. K. to Q. second
26. Q. to K. B. fifth
27. K. B. P. one
28. R. takes R.
29. Q. takes Q. (check)
30. K. B. P. takes P.
31. R. to K. R. seventh (check)
32. P. to Q. B. fourth
33. B. takes Kt. (check)
34. P. takes Q. P.
35. R. takes Kt. (check)
36. B. takes P. (check)

WHITE RESIGNED.

GAME CCLXXIII.

White. (Major J.)

1. Q. P. two
2. Q. B. P. two
3. Q. Kt. to B. third
4. K. B. P. one
5. K. P. one
6. K. B. to Q. third
7. K. Kt. to R. third
8. K. B. to Q. B. second
9. Q. R. P. one
10. K. Kt. to B. second
11. Q. P. one
12. Q. Kt. P. one
13. K. P. one
14. K. B. P. one
15. K. P. one
16. K. R. to K. Kt. square
17. K. Kt. P. two
18. Kt. P. takes B. P.
19. R. to K. Kt. third
20. Q. to K. second
21. Q. P. one
22. Q. B. to K. third
23. K. Kt. to Q. third
24. Q. to K. B. second

Black. (M. Von H.)

1. K. B. P. two
2. K. Kt. to B. third
3. K. P. one
4. Q. B. P. two
5. Q. Kt. P. one
6. Q. B. to Kt. second
7. Q. Kt. to B. third
8. K. R. P. one
9. K. Kt. P. one
10. K. B. to Q. third
11. Q. Kt. to K. fourth
12. Q. R. P. one
13. K. Kt. to R. fourth
14. Q. Kt. to K. B. second
15. K. B. to Q. Kt. square
16. Kt. to K. Kt. second
17. K. to his B. square
18. K. Kt. P. takes P.
19. K. R. to his second
20. Q. to K. square
21. K. B. to Q. R. second
22. Kt. to K. R. square
23. Q. to K. R. fourth
24. Q. R. to Q. B. square

White. (Major J.)

25. K. to Q. second
26. K. B. to Q. square
27. K. B. to his third
28. K. B. takes Q. B.
29. Q. R. to K. Kt. square
30. K. R. to Kt. second
31. Kt. to K. square
32. Kt. to K. B. third
33. Kt. takes K. R. P.
34. Q. takes Q.
35. R. takes Kt.
36. K. to Q. square
37. Q. B. P. takes P.
38. Kt. takes P.
39. Kt. to Q. B. third
40. Kt. to Q. R. fourth
41. P. takes P.
42. Kt. to Q. B. fifth
43. Kt. takes Q. P. (check)
44. Kt. to Q. B. fifth
45. Kt. takes K. P.
46. Kt. takes K. R.
47. Q. R. to K. Kt. sixth
48. K. R. to K. seventh (check)
49. P. takes Kt.
50. Q. R. to K. B. sixth (check)

Black. (M. Von H.)

25. Q. to K. square
26. K. R. P. one
27. Q. B. to his third
28. Q. R. takes B.
29. K. R. P. one
30. Kt. to K. B. second
31. Q. to her square
32. Q. Kt. P. one
33. Q. takes Kt.
34. R. takes Q.
35. R. takes K. R. P. (check)
36. R. to K. R. square
37. Q. R. P. takes P.
38. B. to Q. Kt. third
39. B. to Q. square
40. Q. B. P. one
41. R. takes P. at B. fifth
42. R. to Q. B. sixth
43. K. to his square
44. K. R. to K. B. square
45. Q. R. takes B.
46. B. to Q. Kt. third
47. Kt. takes K. P.
48. K. takes Kt.
49. B. to Q. square

BLACK ABANDONED THE GAME.

GAME CCLXXIV.

Between Mr. ST—N and a Metropolitan Amateur; Mr. ST—N
giving the Queen's Rook.

*(Remove White's Q.'s R. from the board.)**White.* (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Q. P. two
7. K. P. one
8. Q. to her Kt. third
9. Castles
10. Q. B. to Q. R. third

Black. (Mr. —.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. P. takes P.
7. Q. P. one
8. Q. to K. second
9. Q. P. takes K. P.
10. Q. to K. B. third

White. (Mr. ST—N.)

11. Q. Kt. to Q. second
12. K. Kt. takes K. P.
13. Q. to her Kt. fifth (check)
14. R. to K. square (check)
15. Q. takes Q. Kt. P.
16. Q. takes Kt. (check)
17. Q. to her R. eighth (check)
18. B. to Q. B. fifth (check)
19. B. takes P. (check) **MATE.**

Black. (Mr. —.)

11. Q. to K. Kt. third
12. Q. Kt. takes Kt.
13. Q. Kt. to Q. B. third
14. B. to K. third
15. R. to Q. square
16. R. to Q. second
17. R. to Q. square
18. B. P. one

GAME CCLXXV.

Between the same Opponents; Mr. ST—N giving the Queen's Rook.

(Remove White's Q.'s R. from the board.)

White. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one
6. Castles
7. Q. P. two
8. P. takes P.
9. B. to Q. Kt. second
10. Q. P. one
11. K. P. one
12. Q. B. to Q. R. third
13. Q. to her R. fourth (check)
14. Q. takes Kt.
15. Q. Kt. to Q. B. third
16. P. takes P. *en passant*
17. K. Kt. to K. fifth
18. Q. Kt. to Q. Kt. fifth
19. Q. takes B. (check)
20. R. to Q. square
21. Kt. takes K. B. P.
22. Q. to her Kt. third (check)
23. R. to Q. sixth (check)
24. Q. to her fifth (check)
25. K. Kt. P. one (check)
26. K. R. P. one, and **MATES** next move.

Black. Mr. —.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. Q. P. one
7. P. takes P.
8. B. to Q. Kt. third
9. K. Kt. to B. third
10. Q. Kt. to Q. R. fourth
11. P. takes P.
12. Q. Kt. takes K. B.
13. Q. B. to Q. second
14. K. P. one
15. Q. B. P. two
16. Q. B. takes P.
17. Q. to her B. second
18. B. takes Q. Kt.
19. Kt. to Q. second
20. R. to Q. square
21. K. takes Kt.
22. K. to his B. third
23. K. to his Kt. fourth
24. K. to B. fifth
25. K. to Kt. fifth

G A M E S
OF THE
MATCH AT CHESS,
PLAYED BETWEEN
THE LONDON AND THE EDINBURGH CHESS CLUBS.

IN 1824 a match at Chess, by correspondence, was agreed to be played by the above-mentioned Clubs, upon the following terms :—"That the match should consist of three games; that two of the games should be played simultaneously, the Edinburgh Club having the first move in the one game, and the London Club the move in the other; that the Club winning the game first finished should have the move in the third; that in the event of either of the two first games being drawn, another should be played instead of it, the party that had commenced the drawn game retaining the privilege of moving first in the succeeding one; that the games should be played according to the rules laid down in Sarratt's Treatise on Chess; and that the stake to be played for should be a silver cup, of the value of twenty-five guineas.

The Committee of the London Club, appointed to conduct the match, consisted of the following gentlemen :—

Messrs. Brande.	Messrs. Lewis.	Messrs. Samuda.
Cochrane.	Mercier.	Tomlin.
Fraser.	Parkinson.	Willshire.
Keen.	Pratt.	Wood.

The Edinburgh Club Committee were :—

Captain Aytoun.	Messrs. Gregory.	Messrs. Pender.
Messrs. Buchanan.	Rev. H. Liston.	Rose.
Burnett.	Messrs. Mackersy.	Sir S. Stirling, Bart.
Crawfurd.	Meiklejohn.	Messrs. Wauchope.
Donaldson.	More.	Wylie.

FIRST GAME.

Commenced by the Edinburgh Club, 23rd of April, 1824.

<i>Black.</i> (EDINBURGH.)	<i>White.</i> (LONDON.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second
4. K. Kt. to K. B. third	4. Q. P. one
5. Q. P. one	5. K. Kt. to B. third
6. Q. to K. second (a)	6. Castles
7. Q. B. to K. Kt. fifth	7. K. R. P. one (b)
8. Q. B. to K. R. fourth	8. Q. B. to K. third

Black. (EDINBURGH.)

9. K. B. to Q. Kt. third
10. Q. R. P. takes B.
11. Q. Kt. to Q. second
12. P. to Q. Kt. fourth
13. Q. B. takes Kt.
14. Q. Kt. to Q. B. fourth
15. K. Kt. to K. R. fourth
16. K. Kt. P. two
17. K. Kt. takes Kt. (e)
18. Castles on K.'s side (f)
19. K. R. P. one
20. Kt. takes B.
21. K. B. P. one
22. K. to his Kt. second
23. K. R. to B. second
24. Q. to K. third
25. K. to his Kt. third
26. Q. R. to K. square
27. Q. to K. second
28. Q. to K. third (h)
29. K. R. to K. R. second
30. K. R. P. takes P. (i)
31. K. takes R. (k)
32. K. takes Q.
33. R. to Q. R. square
34. K. to his second
35. K. to his third

White. (LONDON.)

9. B. takes B.
10. Q. Kt. to Q. B. third
11. Q. to K. third
12. K. B. to Q. Kt. third
13. Q. takes B.
14. Q. to K. third (c)
15. Q. Kt. to K. second
16. Kt. to K. Kt. third (d)
17. K. B. P. takes Kt.
18. K. R. to K. B. fifth
19. Q. R. to K. B. square
20. Q. R. P. takes B.
21. Q. to K. B. third
22. Q. B. P. one
23. P. to Q. Kt. fourth
24. K. R. P. one
25. Q. to K. Kt. fourth
26. K. to his R. second (g)
27. R. to K. R. square
28. K. to K. Kt. square
29. K. R. P. takes P.
30. R. takes K. B. P. (check)
31. Q. takes Q. (check)
32. R. takes R.
33. R. to K. R. sixth (check)
34. R. to K. R. seventh (check)
35. R. to K. R. sixth (check)

DRAWN GAME.

Notes to the first Game.

(a) Black appear to have lost time by this move; Mr. Lewis considers they should have Castled instead.

(b) Queen's Knight to Bishop's third, or Queen's Bishop to King's third, would perhaps have been better play.

(c) "White would probably have played better by moving Queen's Knight to King's second, and afterwards either Queen to King's third, or Knight to King's Knight's third, according to the play of Black."—*Lewis.*

(d) This move is not so strong as Queen's Pawn one.

(e) Mr. Lewis thinks that Knight to King's Knight second would have been preferable. By taking the Knight, Black certainly give great scope for the action of their opponent's Rook.

(f) We are much inclined to doubt the propriety of Black's Castling at this point of the game.

(g) After a careful examination of the game, we are disposed to think that White might now have played their Queen to King's Rook's third, with much advantage.

(h) King's Rook's Pawn one would, perhaps, have improved Black's game.

(i) "If he had taken with King's Bishop's Pawn, White would have won the game by first checking at adverse Queen's Rook fourth, and then taking King's Knight's Pawn with the Rook."—*Lewis*.

(k) Mr. Lewis observes, that if Black had taken the Rook with the Queen, they must have lost the game.

MODEL GAMES.

No. X.

ON THE ADVANTAGE OF THE PAWN AND MOVE.*

The player giving the Pawn and move plays, at his second move, the Queen's Bishop's Pawn two squares.

White.

1. K. P. two
2. Q. P. two
3. Q. B. P. one
4. P. takes P.
5. K. B. P. two
6. K. Kt. to B. third
7. Q. Kt. to B. third
8. Q. B. to K. third
9. Q. to her second
10. K. B. to Q. third
11. Castles with Q. R. (a)
12. K. Kt. P. two
13. K. to Q. Kt. square
14. K. R. P. two
15. K. R. P. one
16. R. P. takes P.
17. Kt. to adv. K. Kt. fourth
18. Q. to K. R. second
19. Q. to ad. K. R. second (chg.)
20. Q. Kt. to K. second
21. K. P. one (b)
22. B. takes adv. Kt. P.
23. Q. takes Kt.
24. R. to adv. R. second, and
White will win.

Black.

1. K. P. one
2. Q. B. P. two
3. P. takes P.
4. Q. Kt. to B. third
5. K. Kt. P. one
6. K. B. to Kt. second
7. K. Kt. to K. second
8. Castles
9. Q. P. one
10. Q. R. P. one
11. Q. Kt. P. two
12. Q. to her B. second
13. Q. R. to Kt. square
14. Q. Kt. to R. second
15. Q. B. to Q. second
16. P. takes P.
17. Q. Kt. P. one
18. K. R. to Q. square
19. K. to B. square
20. Q. R. P. one
21. Q. P. one
22. Kt. takes B.
23. Q. B. to its square

* From Mr. Cochrane's Treatise.

Notes to Model Game X.

(a) It has been already remarked, that it is often proper to Castle on the Queen's side, especially when the adversary has Castled on his King's side; in the present case, the Pawn that is wanting on his King's side, allows you the better to form your attack on him.

(b) You push this Pawn in order to mask his Bishop, attacking at the same time his King's Knight's Pawn, which he cannot defend.

PROBLEMS FOR YOUNG PLAYERS.

No. 79.

By R. A. B.

White.

K. at his Kt.'s square
 Q. at K.'s third
 R. at K. B.'s third
 R. at K. B.'s fourth
 Pawns at K. R.'s second, K. Kt.'s
 second, K. B.'s fifth, Q.'s fourth,
 and Q. R.'s fourth

Black.

K. at his R.'s square
 Q. at her R.'s third
 R. at K. B.'s square
 R. at Q. R.'s square
 Kt. at Q. B.'s second
 Pawns at K. R.'s second, K. B.'s
 second, K. B.'s third, Q.'s
 fourth, and Q. R.'s fourth

White, playing first, mates in six moves.

No. 80.

By the same.

White.

K. at his Kt.'s square
 Q. at K. B.'s square
 R. at K. Kt.'s third
 B. at K.'s square
 Kt. at Q.'s eighth
 Pawns at Q.'s second, Q. Kt.'s
 second, and Q. R.'s second

Black.

K. at Q. R.'s fifth
 Q. at K.'s fifth
 B. at Q. Kt.'s fourth
 Kt. at Q. B.'s fifth
 Pawns at K. R.'s sixth, Q. Kt.'s
 third, Q. Kt.'s fifth, and Q. R.'s
 third

White to play, and mate in five moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 77.

White.

1. Q. to K. B.'s fourth (check)
2. Q. to K. B.'s fifth (check)
3. Q. to K. B.'s sixth (check)
4. K. Kt. P. two (check) MATE.

Black.

1. K. to his R.'s fourth
2. K. to R.'s third (best)
3. K. to R.'s fourth (check)

No. 78.

*White to move, and mate in four moves.**White.*

1. K. to his seventh
2. K. to his eighth
3. B. to K. B.'s sixth (check)
4. K. R. P. one (check) **MATE.**

Black.

1. K. to Kt.'s square
2. K. to R.'s square
3. K. to Kt.'s square

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS

In Vol. II. pp. 231, 241.

No. 77.

By M. CHAMOUILLET.

Black.

1. K. Kt. P. one (check)
2. B. to K. Kt.'s fifth (check)
3. Kt. takes R. P. (check)
4. R. to K.'s eighth (check)
5. B. to K. R.'s sixth
6. R. takes R.
7. R. takes B. (check)
8. Kt. to K. B.'s sixth (check)
9. K. Kt. P. one (check) **MATE.**

White.

1. K. takes K. B. P. (best)
2. K. to his Kt.'s second
3. K. to his Kt.'s square (best)
4. B. to his square
5. Kt. to K.'s third
6. Q. Kt. P. becomes a Q.
7. Kt. takes R.
8. K. to his R.'s square

No. 78.

By M. KIESERITZKY.

*If White play his Knight at the first move, the game is drawn ;
for example :—*

White.

1. Kt. to K.'s fourth
2. Kt. takes Q. B. P. (ch.) or (A)
3. Kt. to Q.'s seventh (check)
4. Kt. to K. B.'s eighth (check)
5. Kt. to K. R.'s seventh (check)

Black.

1. K. to his third
2. K. to his fourth
3. K. to his third
4. K. to his B.'s third
5. K. to his Kt.'s third

(A)

1. Kt. to K.'s fourth
2. Kt. takes Kt. P. (check)
3. Kt. to K. B.'s third (check)
4. P. advances
5. K. to Q.'s third

1. K. to his third
2. K. to his fourth
3. K. to his B.'s fifth
4. K. to his B.'s fourth
5. Q. Kt. P. two

After these examples, M. Kieséritzky proceeds to show the mode of play by which White may win the game; which is as follows :—

<i>White.</i>	<i>Black.</i>
1. K. to Q.'s third	1. K. to his third
2. K. to his fourth	2. K. to Q.'s third
3. K. to his B.'s fifth	3. Q. B. P. one
4. K. takes K. Kt. P.	4. K. to Q. B.'s fourth
5. K. to his B.'s fifth	5. Q. Kt. P. two
6. P. advances	6. Q. Kt. P. one
7. Kt. to K.'s fourth (check)	7. K. to Q. Kt.'s third
8. K. to his B.'s fourth, winning easily.	

VARIATIONS ON BLACK'S SEVENTH MOVE.

(Variation, No. 1.)

<i>White.</i>	<i>Black.</i>
8. Kt. to Q.'s sixth (check)	7. K. to Q. Kt.'s fourth
9. Kt. takes Q. B. P.	8. K. to Q. B.'s fourth
10. P. one	9. K. takes Kt.
11. P. one	10. P. one
12. P. one, becomes a Q., gives check, and wins.	11. P. one

(Variation, No. 2.)

<i>White.</i>	<i>Black.</i>
8. P. one	7. K. to Q. B.'s third
9. P. one	8. Q. Kt. P. one
10. P. one, becomes a Q.	9. Q. Kt. P. one
11. Q. to her B.'s eighth (check) and wins.	10. Q. Kt. P. one, becomes a Q.

(Variation, No. 3.)

<i>White.</i>	<i>Black.</i>
8. P. one	7. K. to Q.'s fifth
9. P. one	8. Kt. P. one
10. P. one, becomes a Q.	9. Kt. P. one
11. Q. to her eighth (check)	10. Kt. P. one, becomes a Q.
12. Q. to her second (check)	11. K. to his sixth
13. Q. to K. B.'s second (check)	12. K. to his B.'s sixth
MATE.	

(Variation, No. 4.)

White.

9. P. one
10. P. one, becomes a Q.
11. Q. to her eighth (check)
12. Q. to K. Kt.'s fifth (check)
and wins.

Black.

8. Q. B. P. one
9. Q. B. P. one
10. Q. B. P. one, becomes a Q.
11. K. to his sixth

SOLUTION

TO THE

PROBLEM ON A DIAGRAM

In our preceding Number.

No. 86.

White.

1. Q. to her Kt.'s third (check)
2. Q. to her third (check)
3. Q. to her B.'s fourth (check)
4. Q. to K.'s fourth (check)
5. R. to K. B.'s eighth (check)
6. Q. to K.'s eighth (check) **MATE.**

Black.

1. K. to his R.'s second (best)
2. K. to Kt.'s square
3. K. to R.'s second
4. K. to Kt.'s square
5. K. takes R.

NOTICES TO CORRESPONDENTS.**CHESS.**

"G. W., BATH."—We are obliged and flattered by the interest "G. W." manifests in the success of our Magazine.

"G. S., LIVERPOOL,"—will see that we have promptly availed ourselves of his contributions.

"D. D."—Your adversary can capture the Pawn, in passing, as if you had played it but one square; after taking it, his Pawn will, of course, stand on your King's Rook's third.

"H. T. H., MANCHESTER."—The solutions are correct. Can our correspondent oblige us with a perfect list of the Manchester Chess Club?

"F. W. C."—A private communication has been sent.

"R. T."—The match alluded to has not yet commenced. "R. T." need not trouble himself to obtain the games in MS., as the whole of them will appear in this publication.

"FAIR PLAY."—Your friend, as an act of common justice, should

forward a copy of the letter to us. Will he object to favour us with an interview?

"M."—Many thanks for the proffered loan, which is not now, however, required, our Bristol friends having sent us a copy.

"E. P., GUERNSEY."—Through the Post-office our "Chronicle" might surely be obtained by the Monday after publication. A new Club has been recently established in Jersey.

"F. H."—Both games have appeared in print before, and are not worth re-publishing.

"AN AMATEUR OF THE GAME."—Send your name and address to Mr. Lewis, or to our Publisher, either of whom will give you the desired information.

"C. R. L."—There is an error in each of the three last problems "C. R. L." has sent us.

"J. W. B."—suggests that the problems in Mr. Lewis's forthcoming work should be given on diagrams.

"M., PORTOBELLO, EDINBURGH."—The game shall appear in our next, as requested.

"L. F. H., IPSWICH."—We have received, through Mr. Goode, our correspondent's letter, and will report upon the game immediately.—"L. F. H." will, perhaps, send us a list of members connected with the newly established Club.

. It is requested that all works for review in the "Chess Player's Chronicle," be, in future, directed to "The Editor—care of Mr. Hastings, No. 13, Carey Street, Lincoln's Inn."

Publications received.

First Series of Progressive Lessons on Chess, with Reasons for every Move.

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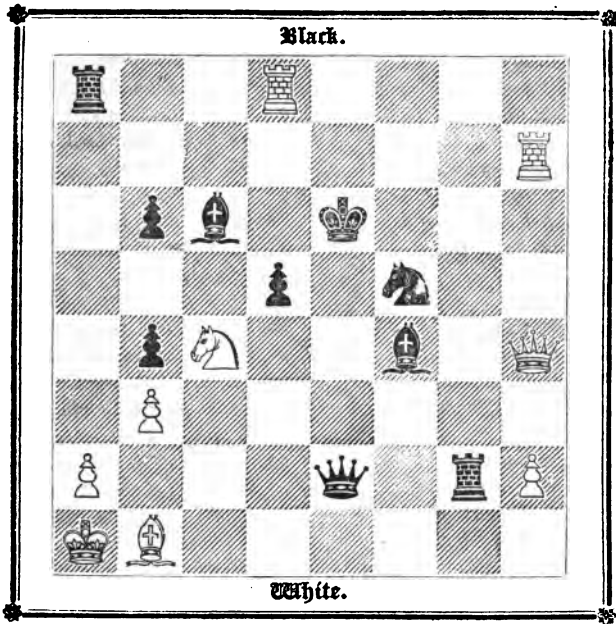
Le Palamède, Revue Mensuelle des Echecs et autres Jeux. No. 3.

Del Cavallo Degli Scacchi. Per opera di TEODORO CICCOLINI, Marchese di Guardiafrele. Paris.

PROBLEM, No. 89.

By Mr. E. WILLIAMS, of the Bristol Chess Club.

White, playing first, is to mate his adversary in five moves.



GAME CCLXXVI.

In a Match between Dr. M—, of the Liverpool Chess Club, and
 Captain J. G. B., of Canonbie, N. B.

White. (Capt. B.)

1. Q. B. P. two
2. Q. Kt. to B. third
3. K. P. one
4. K. Kt. P. one
5. K. Kt. to K. second
6. Q. to her Kt. third
7. Q. P. two
8. P. takes Q. B. P.
9. Q. R. P. one
10. Q. to her R. second
11. Q. Kt. to Q. fifth
12. K. Kt. to Q. B. third
13. K. B. to K. Kt. second

Black. (Dr. M—.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. Kt. fifth
5. Castles
6. Q. B. P. two
7. Q. Kt. to B. third
8. Q. to K. second
9. B. takes P. at Q. B. fourth
10. Q. R. P. two
11. Q. to Q. square
12. Q. P. one
13. Q. Kt. to K. second

White. (Capt. B.)

14. Kt. takes K. Kt. (check)
15. K. B. checks
16. Q. Kt. P. one
17. K. B. P. two
18. Q. to K. second
19. Q. B. to Q. second
20. Q. R. P. one
21. Castles on Q. side
22. K. Kt. P. one
23. Q. takes P.
24. K. to B. second
25. K. B. P. one
26. K. R. to K. B. square
27. Q. B. takes K. B.
28. Kt. takes B.
29. R. takes Kt.
30. K. R. P. two
31. K. R. P. one
32. Q. R. to Q. Kt. fifth
33. K. to his Q. Kt. second
34. Q. takes Q.
35. Q. Kt. P. one
36. Q. R. P. one
37. R. takes P. at Q. Kt. fourth
38. P. takes P.
39. K. to B. third
40. R. checks
41. R. to K. R. seventh
42. K. to Q. third
43. K. R. to his square
44. K. R. to K. Kt. square
45. Q. R. to Kt. second
46. Q. B. P. one
47. Q. R. to K. Kt. second
48. R. takes P.
49. R. takes R.
50. R. to K. fourth
51. K. to Q. B. fourth

Black. (Dr. M—.)

14. R. takes Kt.
15. K. to R. square
16. Kt. to K. Kt. third*
17. Q. to K. second
18. Q. R. to Q. Kt. square
19. Q. B. to Q. second
20. Q. to Q. square
21. Q. B. to his third
22. K. B. P. takes P.
23. Q. to her Kt. third
24. K. B. takes P.
25. Kt. to K. second
26. Q. B. takes K. B.
27. Q. takes B.
28. Kt. takes Kt.
29. Q. Kt. P. one
30. Q. R. to K. B. square
31. K. R. P. one
32. R. to Q. Kt. square
33. Q. to K. Kt. fourth
34. P. takes Q.
35. P. takes P.
36. K. to R. second
37. K. to R. third
38. P. to K. Kt. fifth
39. K. takes P.
40. K. to his Kt. fourth
41. R. to Q. Kt. second
42. K. takes P.
43. K. to his third
44. R. to K. B. fifth
45. K. to Q. second
46. P. takes P.
47. R. takes P.
48. R. takes R.
49. K. Kt. P. one
50. K. to K. third
51. R. checks

AND WHITE RESIGNED.

GAME CCLXXVII.

Between Mr. C. H—g, of the Brazils, and Mr. C. F—, of Carlow.

White. (Mr. C. F.)

1. Q. P. two
2. Q. B. P. two

Black. (Mr. H—g.)

1. K. B. P. two
2. K. Kt. to B. third

<i>White.</i> (Mr. C. F.)	<i>Black.</i> (Mr. H—G.)
3. Q. Kt. to B. third	3. K. P. one
4. Q. B. to K. Kt. fifth	4. K. B. to K. second
5. K. B. P. one	5. Castles
6. B. takes Kt.	6. B. takes B.
7. K. P. one	7. Q. P. one
8. K. B. to Q. third	8. K. P. one
9. P. takes P.	9. P. takes P.
10. Q. to her B. second	10. Q. Kt. to B. third
11. Q. R. P. one	11. K. B. to K. Kt. fourth
12. Q. to K. second	12. Kt. to Q. fifth (a)
13. P. takes Kt.	13. P. takes P.
14. Q. Kt. to K. fourth (b)	14. K. B. P. takes Kt.
15. B. takes P.	15. Q. to K. B. third
16. Q. to her third	16. Q. B. to K. third
17. B. takes K. R. P. (check)	17. K. to R. square
18. B. to K. fourth	18. Q. R. to K. square
19. K. Kt. to K. second	19. K. B. to K. sixth
20. K. R. P. two	20. Q. to K. B. second
21. Q. Kt. P. one	21. Q. to her second
22. K. Kt. P. two	22. B. takes K. Kt. P.
23. K. B. P. takes B.	23. Q. takes P.
24. B. takes Q. Kt. P.	24. B. to K. B. seventh (check)
25. K. to Q. square	25. R. to K. sixth
26. Q. to her B. second	26. Q. P. one
27. Q. to her second	27. R. takes Kt.
28. Q. to her Kt. fourth	28. R. to Q. B. seventh (discov. check) MATE. (c)

Notes to Game CCLXXVII.

(a) Ingeniously played.

(b) Had he moved the Knight elsewhere, Black, by playing his Rook to King's square, would have obtained a winning position.

(c) The latter part of this game is skilfully played by the second player.

GAME CCLXXVIII.

Between Mr. ST—N and an Amateur; the former giving his Queen's Rook, which must, therefore, be taken off the board.

<i>White.</i> (Mr. ST—N.)	<i>Black.</i> (Mr. —.)
1. K. P. two	1. K. P. two
2. K. B. P. two	2. P. takes P.
3. K. Kt. to B. third	3. K. Kt. P. two
4. K. B. to Q. B. fourth	4. K. Kt. P. one
5. B. takes K. B. P. (check)	5. K. takes B.

White. (Mr. ST—N.)

6. Kt. to K. fifth (check)
7. Q. takes P.
8. Q. takes P.
9. K. Kt. to B. third
10. Q. P. two
11. Castles
12. K. P. one
13. P. takes P.
14. Q. to K. fourth
15. Q. B. to K. Kt. fifth
16. K. to R. square
17. Q. B. P. two
18. Q. Kt. P. one
19. K. Kt. to Q. fourth
20. B. takes K. B.
21. K. Kt. to K. B. fifth
22. Q. to K. R. fourth
23. Q. to K. B. sixth

Black. (Mr. —.)

6. K. to his square
7. K. Kt. to B. third
8. Q. P. one
9. Q. Kt. to B. third
10. Q. to K. second
11. Q. B. to Q. second
12. P. takes P.
13. K. Kt. to Q. fourth
14. Q. B. to K. third
15. Q. to Q. B. fourth (check)
16. Q. Kt. to his fifth
17. K. Kt. to Q. Kt. third
18. K. B. to K. second
19. Q. B. to K. Kt. square
20. Q. takes B.
21. Q. to her second
22. Q. R. to Q. square

AND BLACK RESIGNED.

GAME CCLXXIX.

Between the same Competitors; Mr. ST—N giving his Queen's Rook.

*(Remove White's Q.'s R. from the board.)**White.* (Mr. ST—N.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Q. P. two
6. Castles
7. B. takes K. B. P. (check)
8. R. takes P. at K. B. fourth (ch.)
9. K. P. one
10. P. takes Kt.
11. Q. to K. R. fifth
12. R. to K. B. second

Black. (Mr. —.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. P. takes Kt.
6. P. takes K. Kt. P.
7. K. takes B.
8. Kt. to K. B. third
9. K. to his Kt. square
10. Q. P. two
11. Q. Kt. to B. third

BLACK ABANDONED THE GAME.

GAME CCLXXX.

Between M. SZEN, the Hungarian Chess Player, and M. BONCOURT.—

The two following Games have before appeared in print, but they will be new to the majority of our Readers.

<i>Black.</i> (Mr. S—N.)	<i>White.</i> (Mr. B—T.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. Q. B. P. one	4. K. R. P. one
5. Q. P. two	5. P. takes P.
6. P. takes P.	6. B. checks
7. B. to Q. second	7. B. takes B. (check)
8. Q. Kt. takes B.	8. Q. P. one
9. Castles	9. K. Kt. to K. second
10. Q. to Q. B. second	10. Castles
11. Q. P. one	11. Q. Kt. to K. fourth
12. Kt. takes Kt.	12. P. takes Kt.
13. K. B. to Q. Kt. third (a)	13. K. Kt. to his third
14. Q. R. to Q. B. square	14. Q. to K. Kt. fourth (b)
15. Kt. to K. B. third	15. Q. to K. B. fifth
16. K. R. to K. square	16. Q. B. to K. R. sixth
17. K. Kt. P. takes B. (c)	17. Q. takes Kt.
18. K. R. to K. third	18. Q. to K. R. fourth
19. Q. to her square	19. Q. to K. Kt. fourth (check)
20. Q. to K. Kt. fourth	20. Q. to K. B. third
21. K. R. to K. Kt. third	21. Kt. to K. B. fifth
22. B. to Q. square	22. K. Kt. P. one
23. Q. R. takes Q. B. P.	23. Q. to Q. Kt. third
24. Q. R. to Q. B. second	24. Q. to her fifth
25. Q. to K. B. third	25. Q. R. to Q. B. square
26. Q. R. to Q. B. third	26. R. takes R.
27. P. takes R.	27. Q. to her seventh
28. K. to R. square	28. R. to Q. B. square
29. B. to Q. Kt. third	29. Kt. to K. seventh
30. R. takes K. Kt. P. (check)	30. K. to B. square (d)
31. R. to K. Kt. square (e)	31. Kt. takes R.
32. K. takes Kt.	32. R. takes P.
33. Q. to K. B. sixth	33. Q. to K. eighth (check)
34. K. to Kt. second	34. Q. takes K. P. (check)
35. K. B. P. one	35. Q. to K. Kt. third (check)
36. Q. takes Q.	36. P. takes Q.

M. SZEN ABANDONED THE GAME.

Notes to Game CCLXXX.

(a) King's Bishop's Pawn two squares would have been a better move.

(b) White judiciously abandons his Queen's Bishop's Pawn, for the purpose of making an attack upon the adverse King.

(c) Very badly played.

(d) It is obvious that Black could have drawn the game by advancing his Queen's Pawn, discovering check, if the Rook had been taken.

(e) We are indebted to Mr. St—n for a variation on this move, by which Black might have retrieved his position, and at least have drawn the game. "Had Black, at this juncture, instead of retiring his Rook, played it to his adversary's King's Knight's square, checking, he might have drawn the game without much difficulty. Upon his playing thus, White, as his *best move*, must take the Rook; Black then checks with the Queen at King's Knight's fourth. His opponent, for safety, moves his King to Rook's second, and Black may with perfect security capture the Rook, as the utmost White can do with his Queen and Knight, in their present positions, is to draw the game by perpetual check. Should White, however, at his 31st move, refuse to take the Rook, he must play his King to King's second, upon which Black moves Queen's Pawn one step, giving check. If White take the Pawn with his Queen, he is mated next move; if with the King, Black checks at King's Bishop's sixth, winning with ease. Let us suppose, therefore, that White, instead of taking the Pawn, plays his King to Queen's second; Black has then merely to take the King's Bishop's Pawn with his Queen, giving check, and he must certainly win."

GAME CCLXXXI.

Between the same Players.

White. (Mr. B—T.)

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. Q. B. P. one
5. Q. P. one
6. Q. Kt. P. two
7. Castles
8. Q. R. P. two
9. Q. B. to K. third
10. Q. Kt. to Q. second
11. K. B. P. takes B.
12. K. P. takes P.
13. B. takes Kt.
14. Q. Kt. to K. fourth
15. K. Kt. to his fifth
16. Q. to K. R. fifth
17. Kt. takes B.

Black. (Mr. S—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. K. B. to Q. Kt. third
6. Q. R. P. one
7. Q. P. one
8. Castles
9. Q. B. to K. third
10. K. B. takes B.
11. Q. P. one
12. K. Kt. takes P.
13. Q. takes B.
14. K. R. to Q. square
15. Q. takes Q. P. (a)
16. K. R. P. one
17. K. B. P. takes Kt.

<i>White.</i> (Mr. B—T.)	<i>Black.</i> (Mr. S—N.)
18. Q. to K. Kt. sixth	18. K. to R. square
19. K. R. to K. B. seventh	19. K. R. to K. Kt. square
20. Q. R. to K. B. square	20. Q. R. to her B. square
21. K. R. takes K. Kt. P. (b)	21. Q. takes K. P. (check)
22. K. to R. square	22. R. takes R.
23. Q. takes K. P.	23. Q. R. to K. Kt. square
24. Kt. to K. B. sixth	24. Q. to K. seventh
25. R. to K. Kt. square	25. Kt. to Q. square (c)
26. Q. to K. R. third	26. Kt. to K. B. second
27. Kt. takes R.	27. R. takes Kt.
28. Q. to K. sixth	28. Q. to K. B. seventh
29. Q. B. P. one	29. Q. to K. B. fifth

WHITE ABANDONED THE GAME.

Notes to Game CCLXXXI.

(a) This is far from well played, since it enables White to take up a powerfully attacking position.

(b) A fatal error. White evidently overlooked the adversary's check next move. Had he played King's Rook's Pawn two squares, with the object of playing afterwards his Knight to King's Knight's fifth, he might have won easily.

(c) If Black had ventured to take the King's Knight's Pawn with his King's Rook, he would have been mated in two moves.

GAME CCLXXXII.

Between Mr. ST—N and a distinguished Amateur.

<i>White.</i> (Mr. —.)	<i>Black.</i> (Mr. ST—N.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. Q. Kt. to B. third	3. K. P. two
4. Q. P. one	4. K. Kt. to B. third
5. K. P. two	5. K. B. to Q. third
6. K. B. takes P.	6. Castles
7. K. R. P. one	7. Q. B. P. one
8. Q. B. to K. Kt. fifth	8. Q. Kt. P. two
9. K. B. to Q. Kt. third	9. Q. Kt. P. one
10. Q. Kt. to K. second	10. K. B. to K. second
11. Q. to her B. second	11. K. Kt. takes Q. P.
12. Q. R. to Q. square	12. B. takes B.
13. K. Kt. to B. third	13. K. Kt. to K. sixth
14. K. B. P. takes Kt.	14. Q. to K. second
15. K. Kt. takes B.	15. Q. takes K. Kt.
16. Castles	16. Q. B. takes K. R. P.

White. (Mr. —.)

17. Kt. to K. Kt. third
18. K. R. takes K. B. P.
19. Kt. to K. B. fifth
20. B. takes R.
21. P. takes B.
22. Q. to K. B. second
23. K. takes Q.
24. K. to his B. third
25. K. B. to K. sixth
26. R. to Q. B. square
27. Q. R. takes Q. B. P.
28. Q. R. to his sixth

Black. (Mr. ST—N.)

17. Q. Kt. to Q. second
18. K. to his R. square
19. K. R. takes R.
20. Q. B. takes Kt.
21. Q. takes K. P. (check)
22. Q. takes Q. (check)
23. Kt. to K. B. third
24. Q. R. to K. B. square
25. Q. R. P. two
26. K. Kt. P. one
27. K. Kt. P. takes P.
28. K. P. one (check)

THE GAME WAS NOT CONCLUDED.

G A M E S

OF THE

MATCH AT CHESS,

PLAYED BETWEEN

THE LONDON AND THE EDINBURGH CHESS CLUBS.

SECOND GAME.

Begun by the London Club, 28th of April, 1824.

White. (LONDON.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. Castles
7. Q. Kt. takes P.
8. Q. Kt. to Q. fifth
9. Q. Kt. P. two (c)
10. Q. Kt. takes Kt.
11. K. Kt. to K. Kt. fifth
12. Q. B. to Q. Kt. second
13. Q. to her Kt. third
14. K. Kt. takes K. B. P.
15. Q. takes K. B.
16. K. B. P. two
17. Q. takes Kt.
18. Q. to her B. third
19. K. B. P. one
20. K. R. to K. B. fourth

Black. (EDINBURGH.)

1. K. P. two
2. Q. Kt. to B. third
3. K. P. takes P.
4. K. B. to Q. B. fourth
5. Q. to K. second (a)
6. P. takes P. (b)
7. Q. P. one
8. Q. to her second
9. Q. Kt. takes P.
10. K. B. takes Kt.
11. K. Kt. to K. R. third
12. K. to K. B. square (d)
13. Q. to K. second
14. K. Kt. takes Kt.
15. K. Kt. to K. fourth (e)
16. Kt. takes K. B.
17. Q. to K. B. second
18. Q. B. to K. third
19. Q. B. to his fifth
20. Q. Kt. P. two

White. (LONDON.)

21. K. P. one
22. Q. takes P.
23. Q. R. to K. square
24. K. B. P. one (*f*)
25. K. R. to K. B. fifth (*g*)
26. Q. to her B. fifth (check) (*i*)
27. K. R. takes P. (check) (*k*)
28. Q. takes P. (check)
29. B. to Q. fourth
30. Q. to her B. fifth (check)
31. Q. to K. Kt. fifth (check)
32. B. checks (*l*)
33. Q. to her fifth
34. Q. to her Kt. seventh
35. K. B. P. one (check)
36. R. to K. B. square (check)
37. Q. to K. fourth (check)
38. Q. to K. eighth (check)
39. Q. to K. Kt. eighth (check)
40. K. Kt. P. two
41. Q. takes Q. R.
42. K. to his R. square
43. B. to Q. R. third
44. Q. to Q. B. sixth
45. Q. takes Q. Kt. P.
46. K. to his Kt. square
47. Q. to her Kt. second
48. Q. to K. Kt. second
49. K. takes Q.
50. K. takes B.
51. B. to K. seventh
52. Q. R. P. one

Black. (EDINBURGH.)

21. P. takes P.
22. K. R. P. one
23. K. R. to K. R. second
24. K. Kt. P. two
25. Q. R. P. two (*h*)
26. K. to his Kt. square
27. P. takes R.
28. K. to B. square
29. B. to K. third
30. K. to his Kt. square
31. K. to B. square
32. K. to his square
33. Q. R. to his third
34. Q. to K. R. fourth
35. K. takes P.
36. K. to his Kt. third
37. B. interposes
38. R. to K. B. second
39. K. to his B. third
40. Q. R. to his square (*m*)
41. Q. takes K. Kt. P. (check)
42. R. to Q. second
43. K. to his B. second
44. R. to Q. eighth
45. Q. to K. fifth (check)
46. K. to his Kt. third
47. Q. to K. Kt. fifth (check)
48. Q. takes Q. (check)
49. B. to K. R. sixth (check)
50. R. takes R.
51. Q. R. P. one
52. R. to K. B. fourth

WHITE RESIGNED.

Notes to the Second Game.

(a) Badly played: the subsequent embarrassment of Black's game was mainly attributable to this injudicious move.

(b) This also is a very exceptionable move, inasmuch as it affords White an opportunity of bringing their Queen's Knight into immediate action: Black should have advanced the Pawn to Queen's sixth square.

(c) Skilfully played.

(d) Had Black Castled, their opponents, by moving the Queen to her fourth, would have given mate in a few moves.

(e) Black would have played ill in taking the King's Pawn.

(f) Instead of advancing this Pawn, White should have checked with their Queen at her B.'s fifth; *ex. gr.*

White.

24. Q. to her B. fifth (check)
 25. Q. R. to K. seventh
 26. K. R. takes B.

Black.

24. K. to his Kt. square
 25. Q. to her fourth

(g) Queen to her Bishop's fifth would certainly have been better play.

(h) An important move, as it enables Black to bring the Queen's Rook into effective play, and prevents any danger from the threatened check of the adverse Bishop.

(i) Mr. Lewis is of opinion that White should have moved the Bishop to Queen's fourth.

(k) We find the following note appended to this unfortunate move, in Mr. Lewis's edition of these games.

"It may seem unaccountable to the reader how the Committee, on the part of the London Club, could have made so great an error as sacrificing the Rook; the following statement of facts will, in some measure, explain it. The 26th, 27th and 28th moves were sent, on the same day, to the Edinburgh Club: this was done in order to save time; it so happened, on that day, that the Secretary, whose duty it was to write the letters, had an engagement which compelled him to leave the Club two hours earlier than usual; the letter was, therefore, put into the post-office at three instead of five o'clock: in the mean time, one of the members discovered that the second move had not been sufficiently examined: an application was immediately made at the post-office for the letter, which was refused; in consequence, a second letter was transmitted, by the *same post*, to the Edinburgh Club, retracting the *second* and *third* moves, abiding only by the *first*. The Edinburgh Club, in answer, gave it as their decided opinion, that the London Club were bound by their letter, and that no move could be retracted; they, therefore, insisted on the moves being played: the London Club conceded the point, though they differed in opinion."

(l) After the error committed in sacrificing their Rook, it is surprising that the London players did not readily avail themselves of the present opportunity to draw the game.

(m) The patience and resource exhibited by the Edinburgh players, throughout this defence, are in the highest degree commendable.

ELEMENTARY LESSONS.

METHOD OF DRAWING THE GAME WITH A KNIGHT AGAINST A ROOK.

ALTHOUGH the Rook is a considerably more powerful piece than the Knight, yet it is not able, like the Queen, to win the game against a Knight: as, however, the method of drawing is not very easy, we shall point out to you the proper moves, and also show you some positions in which the Rook wins.

FIRST SITUATION.

<i>Black.</i>	<i>White.</i>
K. at adv. K. third	K. at his own square
R. at adv. Q. R. second	Kt. at Q. B. square

BLACK TO MOVE.

<i>Black.</i>	<i>White.</i>
1. R. to adv. Q. R. square	1. K. to Q. square
2. R. to adv. Q. Kt. square	2. K. to Q. B. second
3. R. to Q. Kt. fourth	3. K. to Q. square
4. R. to adv. Q. Kt. second	4. K. to his square
5. R. to adv. Q. second	5. Kt. to Q. Kt. third
6. R. to adv. Q. Kt. second, or (A)	6. Kt. to Q. B. square
7. R. to adv. K. B. second	7. K. to Q. square
8. R. to adv. K. R. second	8. Kt. to Q. Kt. third
9. K. to adv. Q. third	9. Kt. to Q. B. sq., and checks
10. K. to adv. Q. B. third	10. Kt. to K. second, and checks
11. K. to adv. Q. Kt. second	11. K. to his square
12. K. to adv. Q. B. second	12. K. to K. B. square
13. K. to adv. Q. second	13. Kt. to K. Kt. square
14. K. to adv. Q. square	14. Kt. to K. B. third
15. R. to adv. K. R. sq. and checks	15. Kt. interposes
16. R. to K. R. fourth	16. K. to K. Kt. second
17. K. to adv. K. square	17. Kt. to K. B. third, and checks
18. K. to adv. K. second	18. Kt. to K. Kt. sq., and checks
19. K. to adv. K. third	19. K. to K. B. square
20. R. to K. B. fourth, and checks	20. K. to his square
21. R. to adv. K. B. second	21. Kt. to K. R. third
22. R. to adv. K. Kt. second	22. K. to K. B. square
23. R. to adv. K. R. second	23. Kt. to K. Kt. square
24. R. to adv. K. B. second, and checks	24. K. to his square
25. R. to adv. Q. Kt. second	25. K. to K. B. square, &c.

(A)

6. R. to adv. Q. B. second	6. K. to Q. square
7. K. to adv. Q. third	7. Kt. to Q. B. sq. and checks : if instead of this move you had played Kt. to Q. R. square, you would have lost the game, (see B)
8. K. to adv. Q. B. third	8. Kt. to K. second, and checks, &c. as before

By carefully pursuing the above system you will always be able to draw the game.

(B)

Black.

8. R. to adv. Q. B. third

White.

7. Kt. to Q. R. square

8. You cannot play the Knight without losing it, and if you move the King he will check you at your Q. B. square and then take the Knight.

SECOND SITUATION.

White.

K. at Q. Kt. square

Kt at Q. R. square

Black.

K. at adv. Q. B. third

R. at adv. K. fourth

In this situation the Black will win the game, whether they have the move or not. Suppose the Black begin :—

1. R. to adv. K. second

1. Cannot move the Knight without losing it, and if you move the King, he will checkmate you at your King's square

Suppose the White begin :—

1. Kt. to Q. B. second, or (A)

2. Kt. to Q. R. third

3. You must evidently lose the Kt.; for if you move it to adv. Q. Kt. fourth, he will checkmate you, and if you avoid the checkmate he will take the Knight

1. R. to adv. K. second

2. K. to adv. Q. Kt. third

(A)

1. K. to Q. R. second

2. K. to Q. R. third

3. As the Kt. cannot be moved without being taken, you are forced to move the King, he then checks you at your Q. R. second, and wins the Knight

1. R. to adv. Q. Kt. fourth

2. R. to adv. Q. Kt. second

THIRD SITUATION.

White.

K. at K. R. square

Kt. at K. B. square

Black.

K. at adv. K. B. third

R. at adv. Q. R. second

In this situation the Black will win whether they have the move or not; for example :—

Suppose the Black begin :—

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. R. to adv. Q. R. square 2. R. to adv. Q. Kt. square 3. R. takes Kt. and wins | <ol style="list-style-type: none"> 1. K. to K. Kt. square 2. Is forced to move the King |
|---|---|

Suppose the White begin :—

You are compelled to move the Knight, for if you play King to his Knight's square, Black will move R. to adv. Q. R. square, winning the Knight the next move; therefore :—

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Kt. to K. R. second, and checks 2. If you play Kt. to K. B. square, Black ought not to take it because your King would be stalemated; he ought to play R. to your Q. R. square and afterwards take the Knight; but suppose you play Kt. to K. Kt. fourth, and checks 3. It is evident that you cannot avoid being checkmated in two moves at most, for if you play your Knight he will check at your Q. R. square, checkmating you or forcing you to interpose your Knight, which he will take and checkmate you; if you play the King you will be checkmated on the move | <ol style="list-style-type: none"> 1. K. to adv. K. B. second 2. K. to adv. K. Kt. third |
|--|--|

The last two situations prove how necessary it is to avoid playing either King or Knight to a corner square, as the Rook usually wins in such cases. It must also be observed, that the Rook usually wins, if the Knight be distant from the King.

PROBLEMS FOR YOUNG PLAYERS.

No. 81.

By C. R. L—K.

White.

K. at Q. Kt.'s square
R. at K. B.'s square

Black.

K. at his Kt.'s square
Q. at her R.'s fourth

White.

R. at Q.'s eighth
 B. at K.'s third
 B. at Q. B.'s second
 Kt. at K. Kt.'s fourth
 Kt. at K. B.'s fifth
 Pawns at Q. Kt.'s second, and
 Q. R.'s third

Black.

R. at K. B.'s square
 R. at Q. R.'s square
 B. at Q. B.'s fourth
 Kt. at K. R.'s second
 Pawns at K. R.'s third, K. Kt.'s
 fourth, Q. B.'s sixth, and Q.
 Kt.'s second

White, playing first, mates in five moves.

No. 82.

White.

K. at his B.'s second
 Kt. at Q.'s seventh

Black.

K. at his R.'s seventh
 Pawns at K. R.'s sixth, and K.
 Kt.'s third

White, playing first, mates in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 79.

White.

1. R. to K. R.'s fourth
2. R. takes K. R.'s P. (check)
3. R. to R.'s third (check)
4. Q. to K. Kt.'s third (check)
5. R. to R.'s eighth (check)
6. Q. takes Kt. (check) **MATE.**

Black.

1. K. R. to K.'s square (best)
2. K. takes R. (best)
3. K. to Kt.'s square
4. K. to B.'s square
5. K. to his second

No. 80.*

White.

1. R. to Q. R.'s third (check)
2. P. one (check)
3. Kt. to Q. Kt.'s seventh (check)
4. Q. takes Q. Kt.'s P. (check)
5. Q.'s P. two (discov. ch.) **MATE.**

Black.

1. Kt. takes R. (best)
2. K. to Q. R.'s fourth
3. Q. takes Kt.
4. K. takes Q.

* In setting up this Problem on the board, place the White Queen at K. B.'s eighth, and not at K. B.'s square.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS:—

No. 87.

White.

1. R. from K. B.'s sq. to K. B.'s 3rd.
2. K.'s P. one
3. R. from K. B.'s seventh to K. B.'s fourth (discov. check)
4. R. to K. Kt.'s fourth (check)
5. R. to K. R.'s third (check)
6. R. takes B. (check) **MATE.**

Black.

1. B. to K.'s eighth (best)
2. R. to K.'s square
3. K. to Kt.'s second
4. K. to his R.'s third
5. B. to K. R.'s fifth

No. 88.

White.

1. Q. takes K. B.'s P: (check)
2. Q. to K. Kt.'s eighth (check)
3. Q. to K.'s eighth (check)
4. B. to K. Kt.'s eighth (check)
5. B. to K. B.'s seventh (dis. ch.)
6. Q. to K. Kt.'s eighth, checkmate.

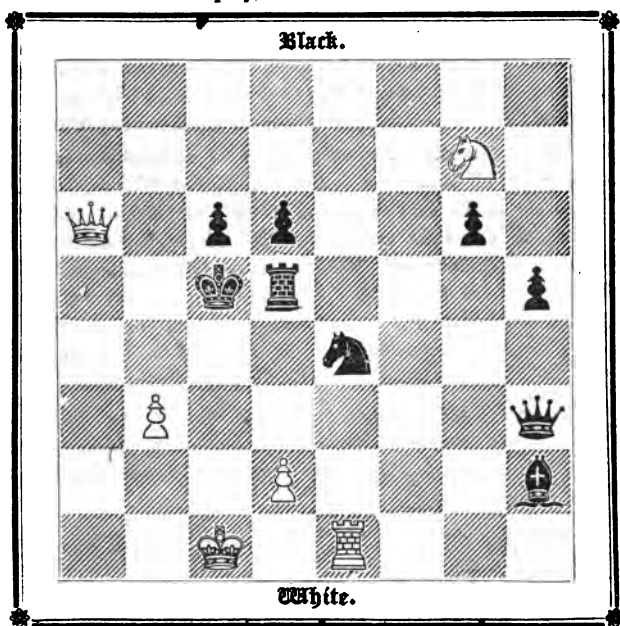
Black.

1. K. to R.'s second (best)
2. K. to Kt.'s third
3. K. to R.'s second (best)
4. K. to R.'s square
5. K. to R.'s second

PROBLEM, No. 90.

By Mr. M'G—E.

White to play, and mate in four moves.



NOTICES TO CORRESPONDENTS.

CHESS.

"C. T., SALISBURY."—The promised contribution will be acceptable at any time. Respecting the parcel, "C. T." will receive a letter this week.

"J. J."—We cannot undertake to return MS. games, sent to us for insertion. Has "J. J." any objection to his Problems appearing among those given for the instruction of young players?

"L. F. H., IPSWICH."—The game, though not without merit, is scarcely skilful enough for publication.

"MIRANDA."—From Sir William Jones's description of the Ancient Indian Game *Chatûrajî*, it appears to have been played by *four* persons, representing as many Kings; two allied armies combating on each side. "Eight squares being marked on all sides, the red army is to be placed to the east, the green to the south, the yellow to the west, and the black to the north."

"G. G.—M."—A good copy of Lolli may be purchased of Mr. Goode at his Chess Rooms, for about one third of the price G. G. asks. The Oriental Chess specimens, by Lewis, are now very scarce; we believe, however, Mr. Goode has succeeded in obtaining a copy.

"R., JUNR."—A piece cannot be taken during the act of Castling.

"FAIR PLAY."—The adoption of such proceedings would be unavailing without the original letter; upon what principle is it withheld?

"ETONIAN."—There are some sparkling lines, and a few felicitous images interspersed throughout "The Chess Queen;" but as a whole it is woefully deficient in originality of thought, and harmony of expression.

"CRITO."—Assuredly: the main object in subscribing, is to obtain choice specimens of *Chess-play*, and we agree with "Crito," that unless the conductors of *Le Palamède* send their "inépuisable collaborateur d'outremer" to the right about, their list of English subscribers will speedily be an imaginary one. We are perversely insensible to the merits of "*Rui Lopez*," &c. &c. on this side the Channel, and are resolved—although our neighbours may print—neither to read nor hear read—*tenet occiditque legendo*—the wearisome effusions, of their "most forcible Feeble."

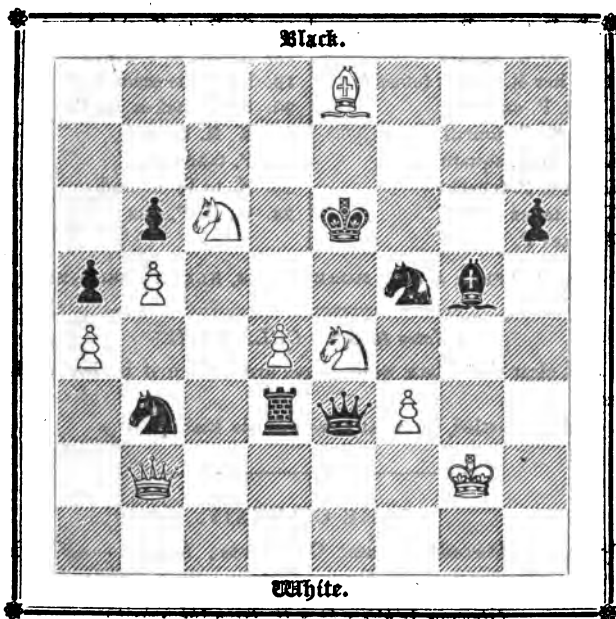
"ALPHA."—We are mistaken if the two beautiful games, which our correspondent has forwarded, have not before been published. He is thanked for the many valuable suggestions contained in his criticism on contemporary Chess Players.

"OXONIENSIS."—Too late for examination this week.

PROBLEM, No. 91.

By Mr. M'G—E.

White to play, and mate in three moves.



GAME CCLXXXIII.

Played at Goode's Chess Rooms, between Mr. ST—N and a well known Amateur; Mr. ST—N giving the King's Knight.

(Remove White's K.'s Kt. from the board.)

White. (Mr. ST—N.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. K. B. takes P.
5. Q. to her Kt. third
6. Castles
7. Q. Kt. to Q. second
8. K. B. to Q. fifth
9. K. B. to K. fourth
10. K. B. to Q. B. second
11. K. P. takes P.
12. Q. to her R. third

Black. (Mr. —.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. K. P. takes Q. P.
5. Q. to K. B. third
6. Q. Kt. to B. third
7. Q. Kt. to K. fourth
8. Q. B. P. one
9. K. B. to Q. B. fourth
10. Q. to K. third
11. B. takes P. (a)
12. K. Kt. to B. third

White. (Mr. ST—N.)

13. K. B. to Q. Kt. third
14. Kt. to K. fourth
15. Kt. to K. Kt. fifth
16. B. to K. third
17. K. B. P. takes B.
18. Q. R. to Q. square
19. Q. to her R. fourth (check)
20. K. Kt. P. one
21. Q. to K. R. fourth
22. K. R. to K. square
23. Q. takes P. (check)
24. K. R. takes Kt.
25. B. takes P.

Black. (Mr. —.)

13. K. Kt. to Q. fourth
14. Q. B. P. one
15. Q. to her third
16. B. takes B. (*b*)
17. Q. B. to K. third
18. K. Kt. to his fifth
19. K. to his second
20. K. Kt. takes K. P.
21. K. B. P. one
22. P. takes Kt.
23. K. to Q. second
24. Q. B. P. one

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED.

Notes to Game CCLXXXIII.

(*a*) It is clear that Black would have lost a piece if he had exchanged Queens.

(*b*) Had he Castled, he must have lost his Bishop.

GAME CCLXXXIV.

Lively Game, between the same Opponents; Mr. ST—N giving the Queen's Rook.

(Remove *White's Q.'s R.* from the board.)

White. (Mr. ST—N.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. P. two
5. Q. B. P. one (*a*)
6. Castles
7. Q. P. two
8. Kt. takes P.
9. P. takes Kt.
10. Q. to her Kt. third
11. K. P. one
12. Q. B. to R. third
13. P. takes P.
14. B. to Q. Kt. fifth (check)
15. Q. to her Kt. fourth

Black. (Mr. —.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. Kt. takes P.
5. Q. Kt. to B. third
6. Q. P. one
7. P. takes P.
8. Q. Kt. takes Kt.
9. K. B. to Q. Kt. third
10. Q. to K. second
11. P. takes P.
12. Q. to K. B. third
13. Q. to K. Kt. third
14. Q. B. P. one

AND BLACK RESIGNED.

Note to Game CCLXXXIV.

(a) When playing Captain Evans's opening, should the adversary refuse to take the Gambit Pawn, or take it with the Knight instead of the Bishop, it is exceedingly imprudent to take his King's Pawn with the Knight, because, in that case, by moving his Queen to King's Bishop's third, he gets a winning position.

GAME CCLXXXV.

Played by correspondence, between Mr. R. A. B., of the Leeds Chess Club, and an Amateur.

White. (Mr. —.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. P. takes P.
5. K. takes Q.
6. K. B. P. two
7. Q. B. to Q. second
8. K. to his square
9. Q. Kt. P. one
10. R. P. takes P.
11. K. B. to Q. Kt. fifth
12. B. takes Kt.
13. K. Kt. to B. third
14. K. to his B. second
15. K. Kt. to Q. fourth
16. K. R. to Q. B. square
17. K. Kt. to K. second
18. K. R. P. one
19. B. to K. square
20. Q. Kt. to Q. second
21. K. P. one
22. P. at K. fourth takes P.
23. K. Kt. P. two
24. K. Kt. to his third
25. K. B. P. one
26. K. to his third
27. K. Kt. to K. fourth
28. Kt. takes B.
29. K. B. P. one
30. P. takes P.
31. Kt. takes Q. B. P.
32. K. to his second
33. R. takes B.

Black. (Mr. R. A. B.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. Q. takes Q. (check)
5. Q. Kt. to B. third (a)
6. Q. B. to K. third
7. Q. R. to Q. square
8. Q. Kt. P. two
9. P. takes P.
10. Q. Kt. P. one
11. Q. B. to Q. second
12. B. takes B.
13. R. to Q. R. square
14. Q. B. to Q. fourth
15. Q. R. P. one (b)
16. Q. B. P. two
17. K. Kt. to R. third
18. K. B. to K. second
19. B. takes Q. Kt. P.
20. B. to K. third
21. K. B. P. two
22. Q. B. takes P.
23. Q. B. to K. sixth
24. Castles on K.'s side
25. Q. R. P. one
26. K. R. to Q. square
27. B. takes K. Kt.
28. Q. R. P. one (c)
29. P. takes P.
30. K. B. to his square
31. Kt. to K. B. second
32. B. takes Kt.
33. Q. Kt. P. one (d)

White. (Mr. —.)

34. B. to Q. B. third
35. B. to Q. Kt. second
36. K. R. P. one (*e*)
37. K. to his B. third
38. Q. R. to K. Kt. square
39. K. Kt. P. one
40. P. takes P.
41. K. Kt. P. one (*g*)
42. R. to K. B. square (*h*)
43. R. to Q. R. fifth
44. K. to his second
45. Q. R. to Q. Kt. square

Black. (Mr. R. A. B.)

34. K. R. P. one
35. K. R. to Q. Kt. square
36. K. R. to Q. Kt. fifth
37. Q. R. to Q. square
38. Q. R. to Q. seventh
39. P. takes P. (*f*)
40. Kt. to Q. third.
41. R. takes B.
42. R. to Q. B. seventh
43. R. to Q. B. square
44. Q. Kt. P. one
45. Kt. to K. fifth

WHITE ABANDONED THE GAME.

Notes to Game CCLXXXV.

(*a*) He would have played better in moving the Knight to Queen's second.

(*b*) This is a better move than advancing Queen's Bishop's Pawn two.

(*c*) Black should have played his Rook to Queen's fourth.

(*d*) King's Rook to Queen's Knight's square would, perhaps, have been preferable.

(*e*) Well played. White, from this position, should have drawn the game without difficulty.

(*f*) Black would have lost the game if he had taken the Bishop.

(*g*) A good move.

(*h*) This move loses the game, which, with proper play, must have been drawn.

GAME CCLXXXVI.

Between Messrs. E. W. and J. W., of the Bristol Chess Club.

White. (Mr. J. W.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. P. one
5. Q. B. P. two
6. Q. Kt. to B. third
7. Kt. to K. fourth
8. Q. Kt. P. one
9. Q. P. one
10. K. B. to K. second
11. P. takes P.

Black. (Mr. E. W.)

1. Q. B. P. two
2. K. P. one
3. Q. P. two
4. Q. B. to Q. second
5. Q. Kt. to B. third
6. Q. P. one
7. B. to K. second
8. Q. Kt. P. one
9. K. B. P. one
10. Q. to B. second
11. Kt. takes P.

White. (Mr. J. W.)

12. Kt. takes Kt. (check)
13. Q. B. to Q. second
14. K. Kt. P. one
15. P. takes P.
16. Q. to B. second
17. Castles on Q. side
18. Kt. to R. fourth
19. B. to Kt. fifth
20. B. checks
21. B. to K. sixth
22. B. takes Kt.
23. Kt. takes B.
24. B. to Q. fifth
25. K. to Kt. second
26. Q. R. to K. B. square
27. Q. to K. Kt. second
28. K. to R. third
29. R. takes R.
30. K. to Kt. second
31. R. to K. B. square
32. B. to Q. R. eighth
33. R. takes R.
34. K. to R. square
35. Q. to Q. Kt. seventh (check)
36. Q. to Kt. eighth (check)
37. Q. takes R. P. (check)
38. Q. takes P. (check)
39. B. to K. Kt. second
40. Q. to Q. B. eighth
41. Q. to her seventh (check)

Black. (Mr. E. W.)

12. P. takes Kt.
13. B. to Q. third
14. K. P. one
15. P. takes P.
16. Castles on Q. side
17. B. to B. fourth
18. Kt. to K. second
19. B. to Kt. third
20. K. to Kt. square
21. Q. R. to K. B. square
22. B. takes B.
23. P. takes Kt.
24. B. checks
25. B. to K. sixth
26. Q. to her third
27. K. to B. second
28. Q. Kt. P. one
29. Q. to Q. R. third (check)
30. R. takes R.
31. R. to B. third
32. P. takes P.
33. P. one (check)
34. Q. takes R.
35. K. to Q. square
36. K. to his second
37. K. to his B. square
38. K. to Kt. second
39. K. to R. third
40. K. to Kt. second

AND THE GAME WAS GIVEN UP AS DRAWN.

GAME CCLXXXVII.

Between Mr. E. W., of Bristol, and the Honorary Secretary of the
Liverpool Chess Club, Mr. G. S—Y.

White. (Mr. G. S—Y.)

1. K. B. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. P. one
5. Q. B. P. two
6. Q. B. to Q. second
7. Kt. takes B.
8. Q. to her Kt. third

Black. (Mr. E. W—.)

1. K. B. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. P. one
5. K. B. checks
6. B. takes B. (check)
7. Castles
8. Q. Kt. P. one

White. (Mr. G. S—.)

9. P. takes Q. P.
10. B. to K. second
11. Castles on K. side
12. Kt. to K. fifth
13. Q. R. to Q. B. square
14. P. takes P.
15. R. to Q. B. second
16. K. R. to Q. B. square
17. R. takes R.
18. R. takes R. (check)
19. Q. to her R. fourth
20. B. to Q. Kt. fifth
21. Kt. takes Kt.
22. B. to K. eighth
23. B. to K. B. seventh (check)
24. Q. to K. eighth
25. K. R. P. one
26. K. to R. second
27. B. to Kt. eighth
28. Q. to B. seventh (check)
29. Q. to K. eighth
30. Q. to K. B. eighth
31. K. R. P. one
32. Q. to Q. Kt. eighth

Black. (Mr. E. W—.)

9. P. takes P.
10. Q. B. P. two
11. Q. Kt. to B. third
12. Kt. to K. second
13. P. takes P.
14. B. to K. third
15. Q. to Q. third
16. Q. R. to Q. B. square
17. R. takes R.
18. B. takes R.
19. Q. R. P. two
20. K. Kt. to K. fifth
21. K. B. P. takes Kt.
22. K. Kt. P. one
23. K. to Kt. second
24. Q. to Q. Kt. fifth
25. Q. takes Q. P. (check)
26. Q. to her B. fourth
27. Kt. takes B.
28. K. to R. square
29. Q. to her B. second
30. B. to K. third
31. Q. to K. second
32. Q. takes R. P. (check)

AND, AFTER A FEW MOVES, WHITE ABANDONED THE GAME.

GAME CCLXXXVIII.

The following Game is one of a Match of three Games, played in 1821, between Messrs. DES CHAPPELLES and LEWIS; the former giving "the Pawn and Move."

*(Remove White's K. B.'s P. from the board.)**Black.* (Mr. L—.)

1. K. P. two
2. Q. P. two
3. Q. P. one
4. Q. B. to K. Kt. fifth
5. Q. B. takes Kt.
6. K. B. to Q. third
7. K. Kt. to K. second (a)
8. Q. Kt. to Q. second
9. Q. Kt. to K. B. third
10. K. Kt. to K. Kt. third
11. K. R. P. one

White. (M. DES C—.)

1. Q. Kt. to B. third
2. K. P. two
3. Q. Kt. to K. second
4. Q. P. one
5. Q. takes B.
6. K. Kt. P. one
7. K. B. to R. third
8. K. Kt. to B. third
9. Castles
10. Q. B. to K. Kt. fifth
11. Q. B. takes Kt.

Black. (Mr. L—.)

12. K. Kt. P. takes B.
13. Q. to K. second
14. Q. to K. B. square (b)
15. Q. to K. Kt. second
16. K. R. P. one
17. Q. to K. R. third
18. Q. B. P. one
19. K. to his second
20. Q. R. to Q. Kt. square
21. K. R. P. one
22. P. takes B.
23. K. R. to R. second
24. K. to Q. second
25. K. to Q. B. second
26. Q. R. to K. B. square
27. Q. P. takes P.
28. Q. to K. sixth
29. K. R. to his square
30. Q. to K. B. fifth
31. K. R. to R. second
32. K. to Q. Kt. square
33. K. P. takes P.
34. Q. takes P. at K. R. fifth
35. K. to Q. B. second
36. Q. to K. Kt. sixth
37. B. takes Q.
38. B. takes K. R. P.
39. R. takes R. (check)
40. K. takes Kt.
41. R. to K. square
42. R. to K. fourth
43. R. to K. R. fourth
44. R. to K. R. fifth

White. (M. Des C—.)

12. K. B. to his fifth
13. K. R. to K. B. second
14. Q. R. to K. B. square
15. K. to R. square
16. Q. to Q. second
17. Q. to Q. R. fifth (c)
18. Q. to her R. fourth (d)
19. Q. to her Kt. third
20. Q. B. P. one
21. B. takes Kt.
22. P. takes K. R. P.
23. K. R. to K. second (e)
24. K. R. to K. B. second
25. Q. to K. sixth (f)
26. Q. to Q. Kt. third
27. Q. Kt. P. takes P.
28. Q. to her B. second
29. Q. R. to K. square
30. Q. P. one
31. Q. to her third
32. Q. R. to K. B. square
33. Kt. takes P.
34. Kt. takes Q. B. P. (check)
35. R. to Q. square
36. Q. takes Q. (g)
37. R. to K. Kt. second
38. R. takes B.
39. K. takes R.
40. K. to his Kt. third
41. K. to his B. fourth
42. R. to Q. second
43. K. to K. third
44. R. to K. B. second

WHITE MUST NOW WIN A PAWN ; THE GAME WAS, THEREFORE,
RESIGNED AS DRAWN.

Notes to Game CCLXXXVIII.

(a) When the odds of the Pawn and Move, or Pawn and two Moves, are given, and the second player advances his King's Knight's Pawn one square, it is usually good play to throw up the King's Rook's Pawn two squares immediately.

(b) This defensive mode of warfare is not generally the best calculated to win success for the party receiving the Pawn and Move ; and, in the present instance, we must confess that Mr. Lewis does not appear to have availed himself of all the advantages which the opening affords.

(c) White might have gained at least a Pawn, we believe, if he had taken the Knight with his Bishop instead of moving his Queen.

(d) At this point, also, White could have taken the Knight with great advantage.

(e) M. Des Chappelles here overlooked an obvious way to win the game; *ex. gr.*—

Black.

24. P. takes Kt. or (A)

White.

23. Kt. to K. Kt.'s fifth

24. R. to K. Kt.'s seventh (check)
and must win in three or
four moves

(A)

24. K. to Q. square

24. Q. to K. Kt.'s eighth (check)
winning at least a Rook.

Black has several other ways of playing, but none which can save the game.

(f) Knight to King's Knight's fifth would even now have given a winning position to White.

(g) King's Pawn one square would, perhaps, have been better play.

GAME CCLXXXIX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL,
(Game 37th.)

White. (M. DE LA B.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. K. B. takes P.
5. P. takes P.
6. Q. Kt. to B. third
7. K. Kt. to B. third
8. K. R. P. one
9. Q. B. to K. third
10. K. B. to Q. Kt. third
11. Castles
12. Q. to K. second
13. Q. R. to K. square
14. Q. B. to Q. second
15. K. Kt. to K. fifth
16. K. B. P. two
17. K. R. P. takes P.
18. K. B. P. one
19. K. B. to Q. B. second (a)
20. Q. to K. fourth

Black. (Mr. M'D.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. P. takes P.
5. K. Kt. to B. third
6. K. B. to K. second
7. Castles
8. Q. Kt. to Q. second
9. Q. Kt. to his third
10. Q. B. P. one
11. K. Kt. to Q. fourth
12. K. B. P. two
13. K. Kt. P. two
14. K. B. to his third
15. Q. to K. square
16. K. Kt. P. one
17. K. B. P. takes P.
18. Q. to K. R. fourth
19. Q. to K. R. fifth
20. K. to his R. square

<i>White.</i> (M. DE LA B.)	<i>Black.</i> (Mr. M'D.)
21. Kt. takes K. Kt. P.	21. Q. Kt. to Q. B. fifth
22. Kt. takes B.	22. Q. takes Kt.
23. Kt. takes K. Kt.	23. P. takes Kt.
24. Q. to K. B. fourth	24. Kt. takes B.
25. Q. takes Kt.	25. Q. B. to Q. second (b)
26. Q. R. to Q. fifth	26. K. R. to K. Kt. square
27. K. R. to K. square	27. Q. to K. R. fifth
28. K. R. to K. second	28. Q. B. to Q. Kt. fourth
29. K. R. to K. B. second	29. K. R. to K. Kt. fifth
30. K. B. P. one	30. R. takes Q. P. one
31. Q. to K. third	31. R. to K. Kt. fifth
32. R. to K. seventh	32. Q. P. one
33. Q. to K. fifth	33. R. to K. Kt. fourth
34. K. B. P. one (discov. ch.) (c)	34. K. R. takes Q.
35. K. B. P. one, becomes a Q. (check)	35. Q. R. takes Q.
36. R. takes R. (check) MATE.	

Notes to Game CCLXXXIX.

(a) Queen's Knight to King's fourth, would, we believe, have been stronger play.

(b) If he had taken the Pawn, he would have lost a piece.

(c) Finely played.

G A M E S
OF THE
MATCH AT CHESS,
PLAYED BETWEEN
THE LONDON AND THE EDINBURGH CHESS CLUBS.

THIRD GAME.

Begun by the EDINBURGH CLUB, 20th of December, 1824.

<i>Black.</i> (EDINBURGH.)	<i>White.</i> (LONDON.)
1. K. P. two	1. K. P. two
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. Q. P. two	3. K. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. checks
5. Q. B. P. one	5. P. takes P.
6. Castles	6. Q. P. one
7. Q. R. P. one	7. K. B. to Q. B. fourth
8. Q. Kt. P. two	8. K. B. to Q. Kt. third
9. Q. to her Kt. third	9. Q. to K. B. third

Black. (EDINBURGH.)

10. Q. Kt. takes P.
11. Q. Kt. to Q. fifth
12. B. takes B.
13. Q. B. to K. Kt. fifth
14. Q. B. takes K. Kt.
15. Q. R. P. one
16. Q. Kt. P. one
17. Kt. to K. R. fourth (*b*)
18. Kt. to K. B. fifth (check)
19. Q. R. to Q. B. square (*c*)
20. K. to his R. square
21. K. Kt. P. one
22. Kt. to K. R. fourth
23. K. R. P. one
24. Kt. to K. B. third
25. B. to Q. B. fourth
26. K. to his Kt. second
27. B. to K. second (*d*)
28. Kt. takes K. Kt. P.
29. K. B. P. two
30. K. B. P. takes Kt.
31. B. to K. B. third
32. Q. to Q. Kt. square
33. Q. R. to K. square
34. K. R. P. one
35. B. to K. fourth
36. K. R. to K. B. fifth
37. K. R. to K. Kt. fifth
38. Q. to her B. square
39. K. R. takes P. at K. fifth
40. K. R. to K. B. fifth
41. Q. Kt. P. takes Q. B. P.
42. K. R. takes Q. R. P.
43. K. R. to K. B. fifth
44. Q. to Q. B. fourth
45. Q. R. to K. third
46. R. to K. second
47. Q. R. P. one
48. B. to K. B. third
49. K. R. to K. Kt. fifth (check)
50. Q. takes P. at Q. B. sixth
51. R. takes R. (check) (*g*)
52. Q. to Q. Kt. sixth
53. R. to Q. B. second
54. B. to Q. B. sixth
55. K. to his R. second (*h*)

White. (LONDON.)

10. Q. B. to K. third
11. Q. B. takes Kt.
12. K. Kt. to K. second (*a*)
13. Q. to K. Kt. third
14. K. takes Q. B.
15. Q. R. P. two
16. Q. R. to Q. Kt. square
17. Q. to K. B. third
18. K. to his B. square
19. Kt. to K. fourth
20. K. R. P. two
21. K. Kt. P. one
22. Kt. to K. Kt. fifth
23. K. Kt. P. one
24. Q. B. P. one
25. K. R. to his second
26. K. to his Kt. second
27. Kt. to K. fourth
28. Q. takes Kt.
29. Q. to K. Kt. third
30. Q. takes K. P. (check)
31. Q. to K. sixth
32. K. to his R. square
33. Q. to K. Kt. fourth
34. Q. to K. Kt. second
35. K. R. to his third
36. Q. P. takes P.
37. Q. to K. B. square
38. B. to Q. square (*e*)
39. B. to K. B. third
40. Q. R. to K. square
41. Q. Kt. P. takes P.
42. K. to K. Kt. second (*f*)
43. Q. R. to K. third
44. Q. to K. second
45. Q. to Q. R. second
46. R. to Q. third
47. R. to Q. eighth
48. B. to Q. fifth
49. R. to K. Kt. third
50. B. to K. B. third
51. P. takes R.
52. Q. to K. B. second
53. R. to Q. second
54. Q. to K. third
55. R. to Q. fifth

Black. (EDINBURGH.)

56. Q. to Q. R. seventh (check)
57. B. to K. B. third
58. Q. to K. B. seventh (i)
59. R. takes R.
60. K. to his R. third
61. B. to K. B. second (l)
62. Q. to K. B. fourth (check)
63. B. to K. fourth
64. B. to Q. third
65. B. to Q. B. fourth
66. Q. R. P. one
67. Q. to K. fourth
68. Q. to K. B. fourth
69. K. to K. Kt. second
70. B. to Q. third
71. K. to R. second
72. K. to his R. third
73. Q. to K. fourth
74. Q. to Q. fifth
75. B. to Q. B. fourth
76. Q. to K. Kt. eighth (check)
77. B. to Q. third
78. B. to K. fourth
79. Q. to her B. eighth
80. Q. to her seventh (check)
81. B. to K. Kt. second
82. Q. to her Kt. fifth
83. B. to K. fourth
84. Q. to her third
85. K. to R. second
86. B. to K. Kt. second
87. K. to his R. third
88. B. to K. B. third
89. K. to his R. second
90. Q. to her square
91. B. to K. Kt. second
92. Q. to her third (n)
93. Q. to K. fourth
94. B. takes Q.
95. K. to his Kt. second
96. K. to his B. third
97. B. to Q. B. sixth
98. B. to K. eighth
99. K. to his fourth

White. (LONDON.)

56. K. to his R. third
57. Q. to K. sixth
58. R. to Q. seventh (check) (k)
59. Q. takes R. (check)
60. Q. to K. B. seventh
61. B. to Q. fifth
62. K. to his Kt. second (m)
63. B. to Q. R. second
64. B. to Q. fifth
65. K. to his R. second
66. K. to his Kt. second
67. Q. to K. B. third
68. B. to Q. Kt. third
69. B. to Q. fifth
70. B. to Q. R. second
71. Q. to Q. Kt. seventh (check)
72. Q. to K. B. third
73. B. to Q. fifth
74. B. to Q. R. second
75. B. to Q. fifth
76. K. to R. third
77. B. to Q. R. second
78. B. to Q. fifth
79. K. to his Kt. second
80. K. to R. third
81. Q. to K. B. seventh
82. K. to his Kt. second
83. Q. to K. B. third
84. Q. to K. third (check)
85. Q. to her R. seventh (check)
86. Q. to K. B. seventh
87. Q. to K. B. third
88. Q. to K. third (check)
89. Q. to K. sixth
90. Q. to K. B. seventh (check)
91. B. to K. fourth
92. Q. to her fifth
93. Q. takes Q.
94. B. to Q. Kt. square
95. K. to K. B. third
96. B. to Q. R. second
97. B. to Q. Kt. third
98. B. to Q. R. second
99. B. to Q. Kt. third

DRAWN GAME.

Notes to the Third Game.

(a) White might now have taken the Queen's Rook, and thus have got the two Rooks for their Queen; but such an exchange, in the present situation of the game, would not have been a prudent one.

(b) Had Black taken the Knight, they must have lost at least the Bishop in return.

(c) To have taken the Knight, at this point, with Queen's Knight's Pawn, would have been bad play.

(d) It is evident, from the following variation, that Black would have lost the game if they had taken the Knight with King's Rook's Pawn.

<i>Black.</i>	<i>White.</i>
27. K. R. P. takes Kt.	27. P. takes P.
28. Kt. to K. R. second, or (A)	28. K. R. takes Kt. (check)
29. K. takes R.	29. Q. to K. R. third
30. K. to his Kt. square	30. Q. R. to K. R. square, winning the game.
(A)	
28. Kt. to Q. second	28. K. R. to K. R. seventh (ch.)
29. K. takes R.	29. Q. to K. R. third (check)
30. K. to his Kt. second	30. Q. to K. R. sixth (check)
31. K. to his Kt. square	31. Q. takes K. Kt. P. (check)
32. K. to R. square	32. R. to K. R. square (ch.) MATE.

(e) Bishop to Queen's fifth would, perhaps, have been better play.

(f) With the object of playing the Queen to her Knight's fifth, attacking both Rook and Bishop.

(g) Edinburgh should here have played their Queen to her Knight's sixth.

(h) If they had taken the Rook, White would have checked with their Queen at King's fifth, and then have captured the Rook at their Queen's Bishop's seventh square.

(i) If Black had played the Rook to Queen's Bishop's seventh, threatening mate, they would have lost the game.

(k) The subjoined variation shows that if the London Players had taken the Bishop with their Queen, they would have lost.

<i>White.</i>	<i>Black.</i>
59. Q. to K. B.'s eighth (check)	58. Q. takes B.
60. Q. takes Q., winning easily.	59. If the King is moved, he is mated by the Rook; therefore B. to K. Kt. second

(l) London would have forced a drawn game, if their adversaries had taken the Bishop.

(m) White must have lost the game, had they exchanged Queens at this point.

(n) If Black had now played the Queen to her seventh, checking, and afterwards moved her to King's Rook's third, they would have lost the game.

PROBLEMS FOR YOUNG PLAYERS.

No. 83.

By Mr. J. K——L, of Liverpool.

White.

K. at his R.'s square
 Q. at her Kt.'s sixth
 R. at Q. Kt.'s square
 Kt. at Q. R.'s fifth
 Pawns at K. R.'s second, K. Kt.'s
 second, and Q. B.'s fifth

Black.

K. at Q. R.'s square
 Q. at her B.'s square
 R. at Q. B.'s second
 Kt. at Q.'s fourth
 Pawns at K. R.'s second, K. Kt.'s
 third, Q. B.'s third, and Q. Kt.'s
 second

White to play, and mate in three moves.

No. 84.

By C. R. L——E.

White.

K. at Q. B.'s sixth
 Q. at K. Kt.'s sixth
 R. at K. R.'s square
 B. at K.'s third
 B. at Q. R.'s fourth
 Pawn at K. B.'s fifth

Black.

K. at his B.'s square
 Q. at her B.'s sixth
 R. at K. R.'s square
 R. at Q.'s square
 B. at Q. B.'s fourth
 Kt. at K. B.'s third
 Pawns at K. Kt.'s second, Q.'s
 fifth, and Q. R.'s third

White, playing first, mates in six moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 81.

White.

1. Kt. at K. B.'s fifth takes K.
R. P. (check)
2. B. to Q.'s fourth (check)
3. R. takes R. (check)
4. R. takes Kt. (check)
5. R. to K. Kt.'s eighth (check)

MATE.

Black.

1. K. to R.'s square, or (A)
2. B. takes B.
3. Kt. takes R.
4. K. to his Kt.'s second

(A)

White.

2. R. to B.'s seventh (check)
3. R. to K. Kt.'s eighth (check)

MATE.

Black.

1. K. to his Kt.'s second
2. R. takes R. (best)

No. 82.

White.

1. Kt. to K. B.'s sixth
2. Kt. to Kt.'s fourth (check)
3. K. to B.'s square
4. Kt. to K. B.'s second (check)

MATE.

Black.

1. K. Kt. P. one, or (A)
2. K. to R.'s eighth
3. R.'s P. one

(A)

White.

1. Kt. to K. B.'s sixth
2. Kt. to Kt.'s fourth
3. K. to his B.'s square
4. Kt. MATE.

Black.

1. K. to R.'s eighth
2. R. P. one
3. Kt. P. one

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

Under the title of "ORIENTAL CHESS, OR SPECIMENS OF HINDOOSTANEE EXCELLENCE IN THAT CELEBRATED GAME," Mr. Lewis, many years since, published a small work, containing about 150 problems of surpassing excellence; more than 70 of which were taken from a rare and valuable treatise, originally compiled in the *Sanscrit* language. As Mr. Lewis's book has now become extremely scarce, a selection from these admirable Stratagems will not, we think, be unacceptable to the readers of this Magazine.

No. 106.—E.*

White.

- K. at his R.'s fourth
 Q. at K. B.'s fourth
 B. at K. Kt.'s third
 B. at Q. Kt.'s seventh
 Kt. at K. B.'s third
 Kt. at Q.'s seventh
 Pawns at K. R.'s third, K. R.'s
 fifth, K. Kt.'s fourth, and
 K.'s sixth

Black.

- K. at his Kt.'s square
 R. at K. R.'s third
 Pawn at K.'s second

White engages to mate with a Pawn in three moves, or compel the Black to give mate in four moves.

* Those marked E. are extracted from the Sanscrit work above mentioned.

No. 107.—E.

White.

K. at his square
 R. at K. B.'s square
 B. at K. R.'s eighth
 Kt. at Q.'s fifth
 Kt. at Q. R.'s fifth
 Pawns at Q. B.'s third, Q. Kt.'s
 fifth, and Q. R.'s third

Black.

K. at Q. R.'s square
 R. at K. Kt.'s third
 Pawn at Q. R.'s third

White undertakes to mate with a Pawn in seven moves, *without taking the Rook.*

No. 108.

White.

K. at Q. Kt.'s fifth
 Pawns at Q. B.'s fifth, Q. Kt.'s
 sixth, and Q. R.'s seventh

Black.

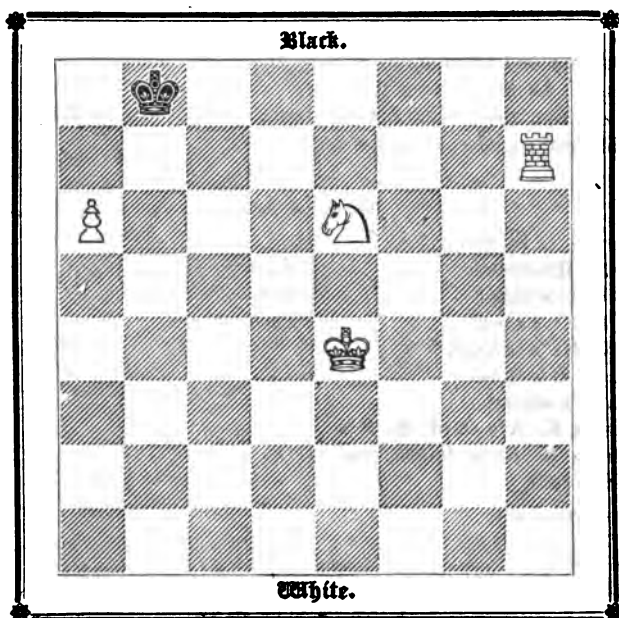
K. at Q. Kt.'s second
 R. at Q. B.'s square

White to move and win.

PROBLEM, No. 92.

By Herr K—G.

White, playing first, mates in seven moves.



SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS:—
No. 89.

White.

1. Q. R. to Q.'s sixth (check)
2. B. takes Kt. (check)
3. Kt. takes B. (check)
4. R. to K.'s seventh (check)
5. Q. takes P. at her Kt.'s fourth (check) **MATE.**

Black.

1. B. takes R. (best)
2. K. takes B.
3. K. to his fourth (best)
4. K. takes Kt.

No. 90.

White.

1. Kt. to K.'s sixth (check)
2. R. takes Kt.
3. Q. to her R.'s fifth (check)
4. Q. to her B.'s third (ch.) **MATE.**

Black.

1. Q. takes Kt. (best)
It is quite indifferent now
which Black plays; suppose,
2. Q. takes R.
3. K. to Q.'s fifth

NOTICES TO CORRESPONDENTS.

"A. B."—By paying 8s. per quarter, you can receive the "Chronicle," by post, on the morning after publication. Address the Publisher, Mr. Hastings, 13, Carey Street, Lincoln's Inn.

"F." "AN OLD PLAYER," and "V—B."—may send their names, as subscribers to Mr. Lewis's forthcoming work, either to Mr. Lewis, or to our Publisher.

"C. R. L—E."—There is a manifest improvement in the "second edition."

"SUBSCRIBER"—has been misinformed. Messrs. St—n' and S—y have played in all but twelve games, exclusive of drawn ones, at the odds of "the Pawn and two moves." Of these twelve, Mr. S—y won seven, and Mr. St—n five.

"M. M."—M. Zytogorski is still resident in England.

"FAIR PLAY."—We shall obtain the best advice upon the subject; but have no doubt the *original* letter would be the only admissible evidence.

"A. FAIRSERVICE."—Both games have appeared before, and are too well known to require republishing.

"M. H., HAMBURG CHESS CLUB."—We are obliged and flattered by the interest manifested for the success of our "Chronicle." The promised contributions will be highly acceptable to the English Amateurs.

"J. L., BERLIN."—The First Volume, and the subsequent numbers, can be obtained through Messrs. Asher, Booksellers, of Berlin.

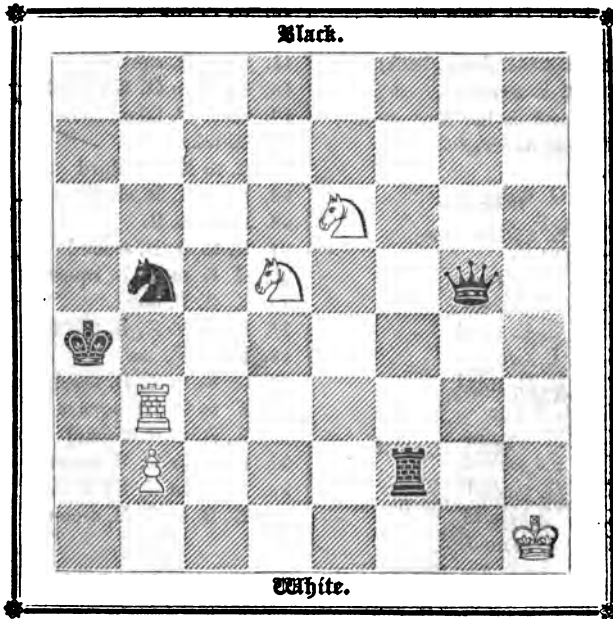
"R. G. C., BRIGHTON,"—may meet with antagonists at the Albion Reading Rooms.

"F. G."—A Chess Club has recently been established at Ipswich, and already numbers upwards of thirty members. There is also a Club at Norwich; and we believe there is one still at Yarmouth. We never heard of the eminent Player named; and shall be glad to receive a few specimens of his transcendent skill.

PROBLEM, No. 93.

By M. D'ORVILLE.*

White, playing first, mates in four moves.



GAME CCXC.

Second Game, in the Match between Messrs. LEWIS and DES CHAPPELLES; the latter giving "the Pawn and Move."

(Remove White's K. B.'s P. from the board.)

Black. (Mr. L—.)

1. K. P. two
2. Q. P. two
3. Q. P. one
4. Q. B. to K. Kt. fifth
5. B. takes K. Kt.
6. Q. to K. R. fifth (check)
7. K. Kt. to B. third
8. K. Kt. to B. fourth
9. Q. P. one (a)
10. K. B. to Q. B. fourth (check)

White. (M. DES C—.)

1. Q. Kt. to B. third
2. K. P. two
3. Q. Kt. to K. second
4. K. Kt. to B. third
5. P. takes B.
6. Kt. to K. Kt. third
7. K. B. to Q. B. fourth
8. K. to B. second
9. Q. to K. B. square
10. K. to his square

* From *Le Palamède*.

Black. (Mr. L—.)

11. Kt. takes Kt.
12. Q. takes P. (check)
13. P. takes Q. B. P. (check)
14. Castles
15. Q. to K. Kt. third (*b*)
16. Q. Kt. to B. third
17. Q. Kt. to Q. fifth (check)
18. Q. Kt. P. two
19. Kt. takes B.
20. Q. to K. Kt. eighth (*c*)
21. B. takes Q.
22. B. to Q. fifth (*d*)
23. K. Kt. P. one
24. K. takes B.
25. Q. R. P. two
26. K. to his second
27. R. to Q. R. third
28. K. R. P. two
29. R. to K. B. third
30. Q. Kt. P. one
31. K. to his square
32. K. to his second
33. K. to Q. second
34. K. to his second
35. K. to Q. second

White. (M. DES C—.)

11. K. R. P. takes Kt.
12. K. to Q. square
13. K. takes P.
14. K. R. to R. third
15. Q. P. one
16. Q. B. to Q. second
17. K. to Q. square
18. K. B. to Q. Kt. third
19. Q. R. P. takes Kt.
20. Q. takes Q.
21. R. to K. Kt. third
22. B. to K. R. sixth
23. B. takes R.
24. K. to Q. B. second
25. Q. R. to K. B. square
26. K. B. P. one
27. K. R. to K. R. third
28. K. B. P. one
29. Q. R. to K. B. third
30. K. to Q. Kt. square
31. K. R. to R. second
32. K. R. to Q. B. second
33. K. R. to K. Kt. second
34. K. R. to Q. B. second

DRAWN GAME.

Notes to Game CCXC.

(*a*) The opening of this game is very finely played by Mr. Lewis.

(*b*) We are disposed to think that playing the Queen to King's Knight's eighth, would have been a better move.

(*c*) The adverse Queen's Bishop being in action, this move was no longer a good one.

(*d*) By playing the Bishop to King's Bishop's seventh, we believe Black might have placed him, in two or three moves, at his third square; and, by so doing, have avoided the exchange of a Rook for a Bishop.

GAME CCXCI.

Third and concluding Game in the Match between Messrs. LEWIS and DES CHAPPELLES, at the odds of the "Pawn and Move."

(*Remove White's K. B.'s P. from the board.*)

Black. (Mr. L—.)

1. K. P. two
2. Q. P. two

White. (M. DES C—.)

1. Q. Kt. to B. third
2. K. P. two

Black. (Mr. L—.)

3. Q. P. one
4. Q. B. to K. Kt. fifth
5. B. takes K. Kt.
6. Q. to K. R. fifth (check)
7. K. Kt. to B. third
8. Q. P. one
9. K. Kt. to R. fourth
10. Kt. takes Kt.
11. Q. takes P. (check)
12. K. B. to Q. B. fourth
13. Castles
14. Q. to K. Kt. third
15. Q. Kt. to B. third
16. Q. R. to Q. square
17. K. B. P. two
18. K. B. to Q. Kt. third (b)
19. Kt. takes P. (c)
20. K. B. P. takes P. (discov. ch.)
21. B. to K. B. seventh (check)
22. R. takes Q.
23. Q. to her Kt. third (check)
24. Q. to K. Kt. eighth
25. Q. to K. Kt. fifth (check)
26. R. to K. B. square (check)
27. Q. to K. Kt. eighth

White. (M. Des C—.)

3. Q. Kt. to K. second
4. K. Kt. to B. third
5. P. takes B.
6. Kt. to K. Kt. third
7. Q. to K. second
8. Q. takes Q. P.
9. K. B. to K. Kt. second (a)
10. P. takes Kt.
11. K. to B. square
12. Q. to K. second
13. K. R. to his third
14. Q. B. P. one
15. Q. P. one
16. K. B. P. one
17. Q. P. one
18. Q. P. takes P.
19. K. B. P. takes Kt.
20. K. to his square
21. Q. takes B.
22. K. takes R.
23. K. to his second
24. K. B. to his square
25. K. to his B. second
26. K. to his square

WHITE RESIGNED.

Notes to Game CCXCI.

(a) He would have gained no advantage by checking with the Queen at her Knight's fifth.

(b) If Black had taken the Queen's Pawn with Pawn, his opponent might have won the Bishop.

(c) This is a skilful and decisive move.

GAME CCXCII.

Between Mr. C—E and one of the best Metropolitan Players.

White. (Mr. C—.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. Q. B. P. one
6. Castles

Black. (Mr. —.)

1. K. P. two
2. P. takes P.
3. Q. Kt. to B. third
4. K. B. checks
5. P. takes P.
6. Q. P. one

White. (Mr. C—.)

7. Q. R. P. one
8. Q. Kt. P. two
9. Q. Kt. P. one
10. K. B. to Q. R. second
11. K. P. one
12. Q. takes P.
13. Q. Kt. to B. third
14. Q. B. to K. Kt. fifth
15. Q. R. to Q. square
16. K. R. to K. square
17. Q. R. takes B.
18. Q. B. to K. seventh
19. B. takes K. R.
20. Q. to her R. fourth

Black. (Mr. —.)

7. B. to Q. B. fourth
8. B. to Q. Kt. third
9. Kt. to Q. R. fourth
10. K. Kt. to B. third
11. P. to Q. B. seventh
12. Q. P. takes K. P.
13. Castles
14. Q. to her third
15. B. to Q. fifth
16. Kt. to K. Kt. fifth
17. K. P. takes R.
18. Q. to K. B. fifth
19. Q. B. to K. B. fourth

AND, AFTER A FEW MORE MOVES, BLACK RESIGNED.

GAME CCXCIII.

Between two eminent Foreign Players ; Black giving the odds of "the Pawn and two Moves."

(Remove Black's K. B.'s P. from the board.)

White.

1. K. P. two
2. Q. P. two
3. Q. P. one
4. K. B. P. two
5. Q. B. P. two
6. Q. Kt. to B. third
7. P. takes P.
8. Q. to K. R. fifth (check)
9. K. Kt. to B. third
10. Q. to K. Kt. fifth
11. B. to K. third
12. Q. takes B.
13. Castles
14. K. R. P. two
15. Q. to her second
16. K. R. P. one
17. K. Kt. takes Kt.
18. Q. to K. square
19. K. to Q. Kt. square
20. B. to K. second
21. R. to K. Kt. square
22. Q. takes R.
23. Q. B. P. one

Black.

- 1.
2. Q. Kt. to B. third
3. Kt. to K. fourth
4. Kt. to B. second
5. K. P. two
6. K. B. to Q. B. fourth
7. Kt. takes P.
8. Kt. to K. Kt. third
9. K. Kt. to B. third
10. Q. P. one
11. B. takes B.
12. Castles
13. Q. R. P. one
14. K. Kt. to K. Kt. fifth
15. Q. B. to Q. second
16. Q. Kt. to K. fourth
17. K. R. to K. B. seventh
18. Q. to K. Kt. fourth (check)
19. Q. takes Kt.
20. R. takes K. Kt. P.
21. R. takes R.
22. Q. takes K. R. P.
23. Q. P. takes P.

White.

24. K. P. one
25. B. to Q. third
26. B. takes B.
27. K. to Q. R. square
28. Q. takes P. at her B. fifth
29. Q. R. P. one
30. R. to K. Kt. square
31. Kt. to K. second
32. Kt. to Q. fourth
33. Kt. to K. sixth
34. Q. to K. seventh
35. R. to K. B. square

Black.

24. Q. to Kt. third (check)
25. B. to K. B. fourth
26. Q. takes B. (check)
27. Kt. takes K. P.
28. R. to Q. B. square
29. Kt. to Q. B. third
30. Kt. to K. fourth
31. Kt. to K. B. second
32. Q. to K. fourth
33. K. Kt. P. one
34. Q. Kt. P. two

AND BLACK ABANDONED THE GAME.

GAME CCXCIV.

Between the Honorary Secretary and another Member of the London Chess Club.

Black. (Mr. —.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. B. P. one
5. Castles
6. Q. P. two
7. Q. to her Kt. third
8. Q. B. P. takes P.
9. Q. P. takes K. B.
10. Q. takes Q. Kt. P.
11. Q. takes R. (check)
12. Q. B. checks
13. Q. B. P. takes Q. P. (check)
14. K. Kt. P. one

White. (Hon. Sec.)

1. K. P. two
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. Q. B. to K. Kt. fifth
6. P. takes P.
7. Q. to her second
8. Q. B. takes Kt.
9. Q. Kt. to Q. fifth
10. Q. to K. Kt. fifth
11. K. to his second
12. K. Kt. to B. third
13. K. to Q. second
14. Q. to K. R. sixth, and wins.

GAME CCXCV.

By the same Players.

(Moves 1 to 9 the same as in the preceding Game.)

Black.

10. K. B. takes K. B. P. (check)
11. Q. takes Q. Kt. P.
12. K. to R. square
13. K. takes B.
14. K. to R. square

White.

10. K. to Q. square
11. Kt. to K. seventh (check)
12. B. takes K. Kt. P. (check)
13. Q. to K. Kt. fifth (check)
14. Q. MATES.

GAME CCXCVI.*

Played between M. DE LA BOURDONNAIS and M. SZEN; the former giving "the Pawn and two Moves."

(Remove White's K. B.'s P. from the board.)

Black. (M. SZEN.)

White. (M. DE LA B.)

1. K. P. two
2. Q. P. two
3. K. B. to Q. third
4. K. P. one
5. Q. B. to Q. second
6. Q. to K. R. fifth (check)
7. Q. to K. B. seventh
8. Q. Kt. to B. third
9. Q. Kt. to his fifth
10. K. Kt. to B. third
11. Castles on K.'s side
12. Q. Kt. to Q. sixth
13. Q. to K. B. fourth
14. Q. to K. fourth
15. P. takes B. (check)
16. Q. B. to K. Kt. fifth
17. K. R. to K. square
18. Q. to K. R. fourth
19. K. Kt. takes K. P.
20. K. B. P. two (*b*)
21. P. takes Kt.
22. Q. to K. B. second
23. Q. B. to K. R. fourth
24. B. takes Kt.
25. K. R. to K. seventh (check)
26. K. B. to K. fourth
27. Q. R. to K. square
28. K. B. to Q. third
29. K. to his R. square
30. R. takes R.
31. R. to K. square
32. B. to K. fourth
33. Q. B. P. one (*c*)
34. K. B. to Q. B. second
35. P. takes P.
36. R. to K. seventh
37. R. to K. sixth
38. B. to Q. square
39. R. takes K. B. P.
40. R. to Q. sixth
41. R. takes B.

- 1.
2. K. P. one
3. Q. B. P. two
4. Q. to her R. fourth (check)
5. Q. to her Kt. third
6. K. to Q. square
7. K. Kt. to K. second
8. P. takes P.
9. Q. to her B. fourth
10. Q. Kt. to B. third
11. Q. R. P. one
12. K. to Q. B. second
13. K. Kt. to Q. fourth
14. B. takes Kt.
15. Q. takes P.
16. K. P. one
17. K. Kt. to B. third
18. Q. to K. third (*a*)
19. Kt. takes Kt.
20. Kt. to K. B. sixth (check)
21. Q. to her B. third
22. K. R. P. one
23. Q. P. one
24. P. takes B.
25. Q. B. to Q. second
26. Q. to her B. fourth
27. Q. R. to K. square
28. K. R. to K. Kt. square (check)
29. Q. R. takes R.
30. K. to Q. square
31. Q. B. to his third
32. Q. to K. R. fourth
33. P. at Q. third, one
34. P. takes Q. B. P.
35. K. to Q. B. square
36. K. to Q. Kt. square
37. Q. P. one
38. B. to Q. fourth
39. P. takes P.
40. Q. B. P. one
41. Q. B. P. one, becomes a Queen.

BLACK RESIGNED THE GAME.

* From *Le Palumède*.

Notes to Game CCXCVI.

- (a) Badly played.
 (b) He should have taken the Knight with his Rook.
 (c) It would have been better play to have taken the Bishop.

GAME CCXCVII.

Played at Goode's Chess Rooms, between Mr. ST—N and an Amateur ;
 Mr. ST—N giving the Queen's Rook.

White. (Mr. ST—N.)

1. K. P. two
2. K. B. P. two
3. K. B. to Q. B. fourth
4. Q. Kt. to B. third
5. K. Kt. to B. third
6. Q. P. two
7. K. B. to Q. Kt. third
8. Castles
9. K. Kt. P. one
10. K. R. to K. B. second
11. K. Kt. P. takes P.
12. Q. Kt. to K. second
13. R. takes B.
14. R. to K. B. second
15. Q. to her third
16. P. takes P.
17. Kt. to K. Kt. third
18. Q. to K. third (check)
19. Q. to her third
20. R. to K. second
21. Kt. to K. B. fifth
22. R. to K. seventh
23. R. to K. square
24. Q. B. P. one
25. K. B. to Q. B. second
26. R. takes K. Kt.
27. Q. takes P. at K. fourth
28. Kt. to Q. sixth
29. Q. B. to K. third
30. Kt. takes K. B. P.
31. Q. takes R.
32. Q. to K. fourth
33. Q. P. one
34. Q. P. one
35. Q. P. one
36. Q. to her fifth (check)

Black. (Mr. —.)

1. K. P. two
2. P. takes P.
3. Q. B. P. one
4. Q. P. one
5. K. Kt. P. two
6. Q. Kt. P. two
7. K. B. to K. Kt. second
8. K. R. P. one
9. Q. B. to K. R. sixth
10. Q. B. to K. Kt. fifth
11. Q. to her Kt. third
12. B. takes K. Kt.
13. K. Kt. P. one
14. K. Kt. to B. third
15. Q. P. one
16. P. takes P.
17. K. R. P. one
18. Q. to K. third
19. Castles
20. Q. to her second
21. K. to R. square
22. Q. to her square
23. Q. Kt. to B. third
24. Q. R. P. one
25. K. Kt. to K. fifth
26. Q. P. takes R.
27. Q. to K. B. third
28. Q. to K. R. third
29. K. B. P. two
30. R. takes Kt.
31. Q. R. to K. B. square
32. K. to his Kt. square
33. Kt. to Q. square
34. Kt. to K. B. second
35. Kt. to Q. third
36. K. to his R. square

White. (Mr. ST—N.)

37. B. to Q. B. fifth
 38. Q. takes K. R. P. (check)
 39. B. to Q. fourth (check)

Black. (Mr. —.)

37. Q. takes K. B. P.
 38. B. to K. R. third

BLACK RESIGNED.

GAME CCXCVIII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 38th.)

Black. (Mr. M'D.)

1. Q. P. two
 2. Q. B. P. two
 3. Q. Kt. to B. third
 4. K. Kt. to B. third
 5. Q. B. P. takes P.
 6. Q. B. to K. Kt. fifth
 7. K. P. one
 8. K. B. to Q. third
 9. Q. P. takes P.
 10. Castles
 11. Q. B. takes Kt.
 12. Q. R. to Q. B. square
 13. B. to Q. Kt. fifth
 14. Q. Kt. takes Q. P.
 15. Q. R. to Q. Kt. square
 16. K. P. one
 17. K. Kt. to Q. second
 18. B. to Q. B. fourth
 19. B. to Q. Kt. third
 20. Q. to K. R. fifth
 21. K. Kt. takes Kt.
 22. K. Kt. to Q. fourth
 23. K. R. to Q. square
 24. K. P. takes B.
 25. Q. R. to Q. B. square
 26. Kt. to K. B. fifth
 27. Q. to K. R. third
 28. K. Kt. P. two
 29. K. R. to K. square
 30. R. takes Q.
 31. K. to his Kt. second
 32. Q. to K. R. fourth
 33. Q. to K. R. fifth
 34. Q. to K. Kt. sixth

White. (M. DE LA B.)

1. K. P. one
 2. Q. P. two
 3. K. Kt. to B. third
 4. Q. B. P. two
 5. K. P. takes P.
 6. Q. B. to K. third
 7. Q. Kt. to B. third
 8. K. B. to K. second
 9. K. B. takes P.
 10. K. R. P. one
 11. Q. takes B.
 12. K. B. to Q. third
 13. Castles on K. side
 14. Q. takes Q. Kt. P.
 15. Q. to her R. sixth
 16. Q. R. to Q. square
 17. Q. R. P. one
 18. Q. Kt. P. two
 19. Kt. to Q. fifth
 20. Kt. takes B.
 21. Q. takes Q. R. P.
 22. Q. to her B. fifth
 23. B. takes Q. Kt.
 24. K. R. to K. square
 25. Q. to her R. seventh
 26. Q. to K. seventh
 27. Q. Kt. P. one
 28. Q. R. P. one (a)
 29. Q. takes R. (check)
 30. R. takes R. (check)
 31. Q. R. P. one
 32. K. B. P. one
 33. B. to his square (b)
 34. K. to R. square

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
35. Kt. takes K. R. P.	35. P. takes Kt.
36. Q. takes K. B. P. (check)	36. K. to Kt. square
37. Q. takes R.	37. Q. R. P. one
38. Q. to her R. fifth	38. R. to Q. eighth
39. Q. to her R. fourth	39. R. to Q. seventh (c)
40. Q. P. one	40. B. takes Q. P.
41. Q. to K. eighth (check)	41. K. to Kt. second
42. Q. to her seventh (check)	42. K. to B. square
43. Q. to K. B. fourth (check)	43. K. to Kt. second
44. K. Kt. P. one	44. K. B. to K. second
45. Q. to K. fifth (check)	45. K. to Kt. third
46. Q. to K. fourth (check)	46. K. to B. second
47. Q. to K. B. fourth (check)	47. K. to Kt. second
48. Q. takes R.	48. K. R. P. takes P.
49. Q. to her fifth (d)	

WHITE RESIGNED THE GAME.

Notes to Game CCXCVIII.

(a) Bishop to Queen's Bishop's fourth would, perhaps, have been better play.

(b) We should have preferred playing the Queen's Rook to Queen's second square.

(c) The young player will perceive that White must have lost his Rook, if he had taken the Queen's Pawn.

(d) This game is extremely well played by Mr. M'Donnell.

G A M E S

OF THE

M A T C H A T C H E S S,

PLAYED BETWEEN

THE LONDON AND THE EDINBURGH CHESS CLUBS.

FOURTH GAME.

Begun by the EDINBURGH CLUB, 26th of February, 1825.

<i>Black.</i> (EDINBURGH.)	<i>White.</i> (LONDON.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. B. P. one	3. Q. to K. second
4. Q. P. one	4. Q. P. one
5. K. Kt. to K. B. third	5. K. B. to Q. Kt. third
6. Castles	6. Q. B. to K. Kt. fifth
7. Q. B. to K. third	7. Q. Kt. to Q. second

Black. (EDINBURGH.)

8. Q. Kt. to Q. second
9. K. R. P. one
10. Q. to her B. second
11. Q. Kt. takes B.
12. Q. R. P. two
13. K. B. to Q. R. second
14. Q. B. takes K. B.
15. K. to K. R. second
16. K. Kt. P. one
17. Kt. to K. Kt. square
18. Q. P. one
19. Kt. to K. B. third
20. Kt. to Q. second
21. K. to his Kt. second
22. Q. to her third
23. K. to his R. second
24. Q. R. to K. square
25. K. B. to Q. Kt. square
26. Q. to her Kt. fifth
27. Q. to her Kt. third
28. Q. P. takes P.
29. K. B. P. two (*a*)
30. K. R. takes P.
31. Kt. to K. B. square
32. Q. takes Q. Kt. P. (*b*)
33. R. takes Kt.
34. Q. to her fourth
35. K. to his Kt. second
36. Q. to K. Kt. square
37. K. Kt. P. one
38. Q. to her fourth
39. K. to his R. square
40. Kt. to K. R. second
41. K. to his Kt. square
42. K. to his B. square
43. K. to his second
44. Q. to K. Kt. square
45. Q. takes R.
46. K. takes Kt.
47. Kt. to K. B. third
48. R. takes P.
49. B. takes R. (check)
50. B. to Q. B. sixth
51. K. to his Kt. second
52. Kt. takes K. R. P.
53. Kt. to K. B. third

White. (LONDON.)

8. K. Kt. to K. B. third
9. Q. B. to K. R. fourth
10. Q. B. takes Kt.
11. K. Kt. to K. R. fourth
12. Q. R. P. two
13. K. R. P. one
14. Q. Kt. takes Q. B.
15. K. Kt. P. two
16. Q. Kt. to Q. second
17. Q. to K. B. third
18. Q. to K. Kt. third
19. K. Kt. to K. B. third
20. K. R. P. one
21. Q. Kt. P. one
22. Castles on K.'s side
23. K. to his R. square
24. Q. P. one
25. Q. R. to K. square
26. Q. B. P. one
27. Q. P. takes P.
28. Q. Kt. takes P.
29. K. Kt. P. takes P.
30. Q. R. to Q. square
31. Q. R. to Q. sixth
32. Kt. to K. B. sixth (check)
33. R. takes R.
34. K. to his R. second
35. R. to K. square
36. K. R. P. one
37. Kt. to Q. fourth
38. Kt. to K. B. fifth (check)
39. Kt. takes K. R. P. (*c*)
40. Kt. to K. B. seventh (check)
41. K. R. P. one
42. Kt. to Q. sixth (discov. ch.)
43. Q. B. P. one
44. R. to K. B. seventh (check)
45. Kt. takes Q.
46. Q. to her third
47. Q. to K. B. fifth
48. R. takes R.
49. K. to his Kt. second
50. K. R. P. one
51. Q. to K. R. third
52. Q. takes B. (check)
53. Q. takes Q. R. P.

Black. (EDINBURGH.)
 54. K. to his Kt. third
 55. Kt. to Q. fourth

White. (LONDON.)
 54. Q. to her Kt. sixth
 55. P. takes Kt.

BLACK RESIGNED.

Notes to the Fourth Game.

(a) Unquestionably a very bad move.

(b) The following variation clearly shows that Black's position would have been still more disadvantageous, if they had taken the Rook with their Bishop.

Black.
 32. B. takes R.
 33. Q. R. to K. third
 34. P. takes Kt.
 35. Q. to her square
 36. K. to R. square

White.
 32. Kt. takes B.
 33. Kt. takes K. R.
 34. Q. to K. B. fourth
 35. Q. takes P. (check)
 36. R. to Kt. square

White must win.

(c) Mr. Lewis remarks, "This is much better than taking the Pawn with the Rook."

PROBLEMS FOR YOUNG PLAYERS.

No. 85.

By R. A. B.

White.
 K. at his Kt.'s third
 R. at K.'s eighth
 B. at Q.'s fourth
 Kt. at Q. B.'s fifth
 Pawns at K. Kt.'s second, K. B.'s second, K.'s third, Q. B.'s third, Q. Kt.'s fourth, and Q. R.'s third

Black.
 K. at Q. Kt.'s third
 Q. at her R.'s eighth
 B. at Q. B.'s fifth
 Pawns at K. B.'s second, Q. B.'s second, Q. Kt.'s fourth, and Q. R.'s fifth

White to play, and mate in four moves.

No. 86.

By D. P. F.

White.
 K. at his R.'s fifth
 R. at K. Kt.'s square
 B. at K. B.'s second
 Pawn at K. B.'s fourth

Black.
 K. at his R.'s square

White to play, and mate in five moves, without moving his King.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 83.

White.

1. R. to Q. R.'s square
2. Kt. takes Q. B. P. (discov. ch.)
3. R. takes Kt. (check) MATE.

Black.

1. Kt. takes Q., or (A)
2. Kt. to Q. R.'s fifth

(A)

White.

1. R. to Q. R.'s square
2. Q. to Q. R.'s seventh (check)
3. Kt. takes Q. B. P. (ch.) MATE.

Black.

1. K. to Kt.'s square
2. K. takes Q.

No. 84.

White.

1. R. takes R. (check)
2. Q. to K. B.'s sixth (check)
3. Q. B. to K. R.'s sixth (check)
4. R. to K. R.'s seventh (check)
5. K. to Q. B.'s seventh (discov. check)
6. K. B. takes R. (check) MATE.

Black.

1. Kt. to K. Kt.'s square, or (A)
2. P. takes Q. (best)
3. K. to B.'s second
4. K. to his square
5. R. to Q.'s second (check)

(A)

White.

1. R. takes R. (check)
2. Q. takes P. (check) MATE.

Black.

1. K. to his second

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 109.

White.

- K. at Q. R.'s fifth
R. at Q. B.'s square
Pawns at Q. Kt.'s sixth, and Q.
R.'s sixth

Black.

- K. at Q. R.'s square
R. at K. B.'s square
Pawns at K. R.'s sixth, and K.
Kt.'s fifth

White to move and win.

No. 110.

White.

K. at Q. R.'s fifth
 R. at Q. Kt.'s eighth
 Pawn at Q. Kt.'s fifth

Black.

K. at his R.'s fourth
 R. at K. Kt.'s fourth
 Pawns at K. Kt.'s fifth, and K.
 B.'s fourth

White to play and win.

No. 111.—E.*

White.

K. at Q. R.'s square
 Q. at her R.'s fifth
 R. at Q. B.'s seventh
 Kt. at Q.'s sixth
 Pawns at K. R.'s fourth, and K.'s
 sixth

Black.

K. at Q.'s square
 Q. at her Kt.'s square
 R. at K. R.'s second

White, playing first, mates with a Pawn in four moves.

No. 112.

White.

K. at Q. B.'s sixth
 Q. at K. R.'s square
 B. at Q.'s third
 P. at Q.'s fourth

Black.

K. at his square
 P. at Q.'s fourth

White, playing first, engages to mate with the Pawn in eight moves,
 without taking the Black Pawn.

No. 113.

White.

K. at K. B.'s seventh
 Q. at her R.'s sixth
 Kt. at K.'s eighth
 Pawn at K. Kt.'s third

Black.

K. at his R.'s square
 Pawn at K. R.'s fourth

White to play, and mate with the Pawn in eight moves, without taking
 the Black Pawn, or giving his opponent an opportunity to move it.

SOLUTIONS

TO THE
PROBLEMS ON DIAGRAMS:—

No. 91.

White.

1. Q. takes Kt. (check)
2. Q. P. one (check)
3. B. to K. B.'s seventh (check)

Black.

1. R. takes Q.
2. K. takes P.

MATE.

* This stratagem is extracted from the Sanscrit work mentioned in our preceding number.

MATHEMATICAL DEFINITIONS

OF THE

MOVES AND POWERS OF THE CHESS PIECES.

THE moves and attacking powers of the several pieces are determined by line, direction, and limit.

The lines of movement and attack on the Chess-board are three-fold, *viz.*—

1. The sides of squares.
2. The diagonals of squares.
3. The diagonals of parallelograms of six squares, *i. e.* 3 by 2.

The directions of movement and attack are fourfold,—forward, backward, lateral, and diagonal.

The limits of movement and attack are threefold.

1. When confined to adjacent squares.
2. Extending over the whole board.
3. Confined to the opposite squares of parallelograms, 3 by 2.

The lines of movement and attack are coincident for all the pieces, except the Pawns, whose line of motion is one square forward along the side, and their line of attack, one square forward diagonally.

The KING's line of motion and attack is one square in every direction, forward and backward, lateral and diagonal.

The QUEEN's line of motion and attack are along both the sides, and the diagonals of squares, in every direction, to the extremity of the board; thus combining those of the Rook and Bishop.

The ROOK's line of motion and attack is along the sides of squares, in every direction, to the extremity of the board.

The BISHOP's line of motion and attack is along the diagonals of squares, in every direction, to the extremity of the board.

The KNIGHT's line of motion and attack is along the diagonals of parallelograms, 3 by 2, in every direction to the opposite square.

INSTRUCTION IN THE GAME OF CHESS.

WE have much pleasure in directing the attention of our metropolitan readers to an Advertisement, headed as above, which appears on the wrapper of our present Number. Nothing tends so much to facilitate the acquirement of this scientific recreation, as the assistance of an accomplished instructor; and when, in addition to this, the student is ensured the advantage of constant practice with adversaries of varied excellence, he must be a dullard indeed, if he rise not speedily above mediocrity in "Chesse Playe."

NOTICES TO CORRESPONDENTS.

CHESS.

"H. T. H., MANCHESTER."—There are two ways of effecting the solution, as "H. T. H." will see, on referring to our 22nd Number.

"J. W."—The error in the conditions upon which mate is to be given in Problem, No. 92, was not detected until a few copies had been printed. Correct it with a pen, thus:—"White, playing first, mates *with his Pawn* in seven moves."

"F. W. C., HALIFAX."—Many thanks. The required Numbers have been forwarded.

"OXONIENSIS."—Yes. In the 12th Book of Anna Comnena's *Alexias*. We have not yet been enabled to meet with Ben-oni's Work, containing the copious list alluded to,—nor to continue the Observations on Chess MSS. in the British Museum.

"L. F. H., IPSWICH."—We have received the list of the newly formed Club, and shall rejoice at its prosperity. "THE CHESS PLAYER'S CHRONICLE" ought to be delivered in Ipswich on Saturday afternoon.

"S., BRCCLES."—The suggestion shall be considered.

"T. N., WAKEFIELD."—Received, with thanks.

"A READER"—will find the LAWS OF CHESS, as lately revised by a Committee of the London Chess Club, in No. 17, Vol. II. of this Magazine; the particular rule he refers to, is given as follows:—"Should a player take one of his own men with another, his adversary has the option of obliging him to move either."

"P. P."—"My adversary's Queen's Bishop standing at his King's Bishop's fourth square, with nothing intervening between it and my Queen's Knight's square, can I Castle on the Queen's side?"—Certainly.

"S. E. S. R."—is referred to the note appended to the solution of Problem, No. 92.

"ZOA."—The Game 283 was taken down from memory some time after it was played; and it is highly probable the correct order of the moves was not preserved. We believe the 20th move, "K. Kt. P. one," was made, as "Zoa" suggests, before the Queen checked at her Rook's fourth.

"C. R. L—E."—Too late for consideration this week.

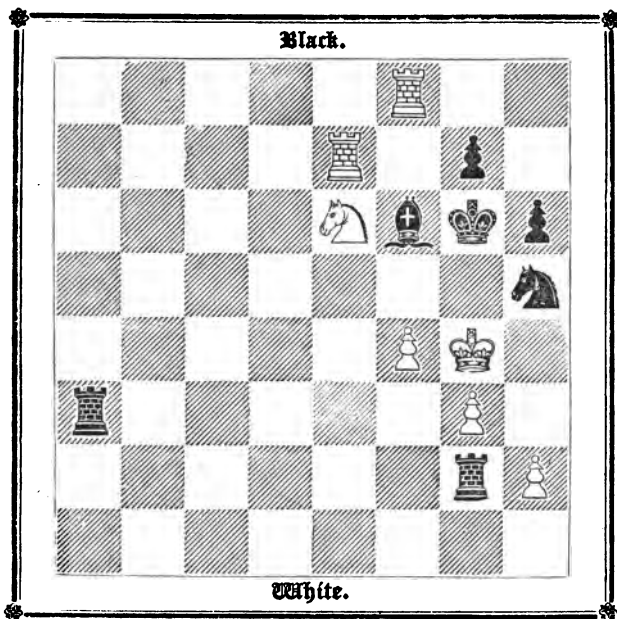
"NISUS."—The *facta appellatio* strikes us as peculiarly appropriate; but the portrait of the "Zany" is inferior to that which our lively friend "Punch" put forth some weeks since.

"S. S." and "E. P."—may avail themselves of the opportunity now afforded by one of our most valued contributors. See the Advertisement on the wrapper.

PROBLEM, No. 95.

By Mr. G. S. Sp—v, of Liverpool.

White, playing first, mates in six moves.



GAME CCXCIX.

Between Mr. P—t and M. ZYTOGORSKI.

Black. (M. Z—.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. B. to Q. B. fourth
5. Q. P. two
6. Castles
7. K. Kt. P. one
8. Kt. to K. R. fourth
9. Q. B. to K. third
10. Q. B. P. one
11. K. Kt. to K. B. fifth
12. K. P. takes B.
13. Q. to her Kt. third
14. K. B. to Q. third

White. (Mr. P—t.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. B. to K. Kt. second
5. Q. P. one
6. K. R. P. one
7. K. Kt. P. one
8. P. to K. B. sixth
9. Q. Kt. to B. third
10. K. B. to B. third
11. Q. B. takes Kt.
12. K. Kt. to K. second
13. Q. P. one
14. Q. to her second

Black. (M. Z—.)

15. Q. to her B. second
16. Q. Kt. to Q. second
17. Q. B. to K. B. fourth
18. Q. R. P. two
19. Q. B. takes P. at K. Kt. third
20. Q. Kt. P. two
21. B. takes Kt.
22. Q. to her Kt. second
23. B. takes B.
24. Q. R. P. one
25. K. takes R.

White. (Mr. P—T.)

15. K. R. P. one
16. K. R. P. one
17. Castles on Q.'s side
18. K. R. P. takes P.
19. K. R. to R. fourth
20. K. Kt. takes P. at K. B. fourth
21. Q. takes B.
22. B. to K. R. fifth
23. R. takes B.
24. R. takes K. R. P.
25. Q. to K. B. fifth (check), and
MATES in two moves.

GAME CCC.

Played by Mr. C—E and a leading Metropolitan Amateur.

White. (Mr. C—E.)

1. K. P. two
2. K. B. P. two
3. K. B. to Q. B. fourth
4. K. to his B. square
5. Q. Kt. to B. third
6. Q. Kt. to Q. Kt. fifth
7. K. B. takes K. B. P.
8. Q. Kt. to B. third
9. Q. to K. square
10. K. takes Q.
11. K. to Q. square
12. K. Kt. to B. third
13. Q. P. one
14. K. B. to Q. B. third
15. K. R. P. one
16. K. Kt. takes Q. Kt.
17. Kt. to K. second
18. Kt. takes Kt.
19. Q. B. P. one
20. Q. B. to K. third
21. B. takes K. B.
22. K. to his square
23. K. R. to K. B. square
24. R. takes R.
25. B. takes B.
26. K. to his second
27. K. to his B. third
28. R. to K. square

Black. (Mr. —.)

1. K. P. two
2. P. takes P.
3. Q. checks
4. K. Kt. P. two
5. Q. Kt. to B. third
6. K. to Q. square
7. Q. R. P. one
8. K. B. to Q. B. fourth
9. Q. takes Q. (check)
10. Q. Kt. to Q. fifth
11. K. Kt. to B. third
12. K. R. P. one
13. R. to K. B. square
14. Q. P. one
15. K. Kt. to K. R. fourth (a)
16. B. takes Kt.
17. Kt. to K. Kt. sixth (b)
18. K. B. P. takes Kt.
19. K. B. to K. fourth
20. K. B. to his fifth
21. R. takes B.
22. K. to his second
23. Q. B. to K. third
24. K. Kt. P. takes R.
25. K. takes B.
26. Q. R. to K. B. square
27. Q. B. P. one
28. K. R. P. one

<i>White.</i> (Mr. C—E.)	<i>Black.</i> (Mr. —.)
29. Q. B. P. one	29. R. to K. B. second
30. K. P. one (c)	30. Q. P. one
31. Q. Kt. P. one	31. K. to his B. fourth
32. Q. B. P. takes Q. P.	32. P. takes P.
33. K. P. one	33. R. to K. second
34. Q. P. one	

AND BLACK RESIGNED.

Notes to Game CCC.

(a) He would have had a better game by taking the King's Knight with his Queen's Knight.

(b) Advancing the King's Bishop's Pawn one square, would also have been an effective move.

(c) The latter part of this game is deserving attention, from the skill displayed by White in manœuvring his Pawns.

GAME CCCI.

Between the same Competitors.

<i>Black.</i> (Mr. —.)	<i>White.</i> (Mr. C—E.)
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. Q. to K. second	3. K. Kt. to B. third
4. K. B. P. two	4. Q. P. one
5. K. B. P. one	5. Castles
6. K. Kt. to B. third (a)	6. Q. P. one
7. K. P. takes P.	7. K. P. one
8. K. Kt. to Kt. fifth	8. K. R. P. one
9. K. R. P. two	9. Q. B. takes K. B. P. (b)
10. Q. Kt. to B. third	10. R. P. takes K. Kt.
11. R. P. takes P.	11. K. Kt. to his fifth
12. Q. Kt. takes K. P.	12. K. Kt. to K. B. seventh
13. K. R. to his fourth	13. Kt. takes Kt.
14. Q. to K. R. fifth	14. K. B. to his seventh (check)
15. K. to Q. square	15. B. takes R.

BLACK ABANDONED THE GAME. (c)

Notes to Game CCCI.

(a) Queen's Pawn one square would have been much better play.

(b) He would have played very badly in taking the Knight.

(c) This game is far from well played by the opening player.

GAME CCCII.

Between Mr. ST—N and a Metropolitan Amateur; Mr. ST—N giving the odds of the King's Bishop.

(Remove White's K's B. from the board.)

White. (Mr. ST—N.)

1. Q. P. two
2. Q. B. P. two
3. Q. B. to K. B. fourth
4. Q. Kt. to B. third
5. K. B. P. one
6. K. P. two
7. K. Kt. to K. second
8. Q. B. to K. third
9. Castles
10. K. to R. square
11. K. Kt. P. two
12. K. B. P. one
13. K. Kt. P. takes P.
14. K. R. to K. Kt. square
15. Q. P. one
16. Q. takes B.
17. B. to Q. fourth
18. K. P. one
19. K. R. to K. Kt. sixth
20. Q. R. to K. Kt. square
21. K. P. one
22. Q. to K. R. fifth
23. Q. takes K. B. P.

Black. (Mr. —.)

1. Q. P. two
2. P. takes P.
3. Q. B. to K. B. fourth
4. K. Kt. to B. third
5. K. P. one
6. Q. B. to K. Kt. third
7. Q. Kt. to B. third
8. K. B. to K. second
9. Castles
10. K. R. P. one
11. K. Kt. to K. R. second
12. K. B. P. two
13. K. P. takes P.
14. Q. B. to K. R. fourth
15. Q. B. takes K. Kt.
16. Q. Kt. to Q. R. fourth
17. K. Kt. to B. third
18. K. Kt. to K. R. second (a)
19. K. to his R. square
20. K. R. to K. Kt. square
21. K. Kt. to K. B. third (b)
22. K. to his R. second (c)

AND BLACK RESIGNED THE GAME.

Notes to Game CCCII.

(a) If the second player had taken the Queen's Pawn, or played his Knight to King's Knight's fifth square, White might have gained a piece.

(b) Black would have had a better game, perhaps, by interposing the Bishop instead of his Knight, but, even then, we think White's attack would ultimately have proved irresistible.

(c) The learner may be told that Black would have been mated on the next move, if he had ventured to capture the Queen.

GAME CCCIII.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 39th.)

<i>White.</i> (M. DE LA B.)	<i>Black.</i> (Mr. M'D.)
1. Q. P. two	1. Q. P. two
2. Q. B. P. two	2. P. takes P.
3. K. P. one	3. K. P. two
4. K. B. takes P.	4. P. takes P.
5. P. takes P.	5. K. Kt. to B. third
6. Q. Kt. to B. third	6. K. B. to K. second
7. K. Kt. to B. third	7. Castles
8. K. R. P. one	8. Q. Kt. to Q. second
9. Q. B. to K. third	9. Q. Kt. to his third
10. K. B. to Q. Kt. third	10. Q. B. P. one
11. Castles	11. K. Kt. to Q. fourth
12. Q. to K. second	12. K. B. P. two
13. K. Kt. to K. fifth	13. K. B. P. one
14. Q. B. to Q. second	14. K. Kt. P. two
15. Q. R. to K. square	15. K. to his Kt. second
16. Q. Kt. takes Kt.	16. Kt. takes Kt.
17. K. Kt. takes Q. B. P. (a)	17. Q. Kt. P. takes Kt.
18. B. takes Kt.	18. Q. takes B.
19. Q. takes B. (check)	19. R. to K. B. second
20. Q. to her Kt. fourth	20. Q. B. to K. B. fourth
21. R. to K. fifth	21. Q. to her second
22. Q. P. one (b)	22. P. takes P.
23. Q. to her fourth	23. K. to R. third
24. K. R. P. one	24. Q. B. to K. third
25. K. R. to K. square	25. Q. R. to K. square
26. R. takes K. Kt. P. (c)	26. Q. R. to K. B. square
27. Q. to K. fifth	27. Q. B. to K. Kt. fifth
28. R. to K. R. fifth (check)	28. B. takes R.
29. Q. MATES. (d)	

Notes to Game CCCIII.

(a) Cleverly played.

(b) A good move.

(c) There are few players who would not have preferred taking this Pawn with the King's Rook's Pawn; it was, however, much better play to take it, as M. De la Bourdonnais did, with the Rook.

(d) This game is capitally played throughout by M. De la Bourdonnais, but the terminating moves are especially admirable.

G A M E S
OF THE
MATCH AT CHESS,
PLAYED BETWEEN
THE LONDON AND THE EDINBURGH CHESS CLUBS.

FIFTH GAME.

Begun by the EDINBURGH CLUB, 6th of October, 1826.

Black. (EDINBURGH.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Kt. takes Kt.
5. Q. takes P.
6. K. B. to Q. B. fourth (*a*)
7. Q. to her fifth
8. Kt. to Q. B. third (*b*)
9. Q. B. to Q. second
10. K. B. to Q. Kt. fifth
11. Q. to her B. fourth
12. Castles on K. side
13. Q. to her third (*c*)
14. Q. to K. Kt. third
15. Kt. takes B.
16. Kt. to Q. B. third
17. B. to K. Kt. fifth
18. Q. Kt. P. one
19. B. to Q. B. square
20. K. R. P. takes Q.
21. P. takes Kt.
22. Q. R. to Q. Kt. square
23. K. R. to Q. square
24. Q. R. to Q. Kt. third
25. K. B. P. one
26. K. P. takes P.
27. P. to K. Kt. fourth
28. B. to K. B. fourth
29. B. takes Q. P.
30. Q. R. to his third
31. B. to Q. B. seventh
32. K. R. to Q. eighth (check)
33. R. to Q. B. eighth
34. K. to his R. second
35. K. to his R. third

White. (LONDON.)

1. K. P. two
2. Q. Kt. to B. third
3. Q. Kt. takes P.
4. P. takes Kt.
5. K. Kt. to K. second
6. Kt. to Q. B. third
7. Q. to K. B. third
8. K. B. to Q. Kt. fifth
9. Q. P. one
10. Q. B. to Q. second
11. K. B. to Q. B. fourth
12. Castles on K. side
13. Kt. to K. fourth
14. B. takes B.
15. Q. B. P. one
16. Kt. to Q. B. fifth
17. Q. to K. Kt. third
18. K. B. P. one
19. Q. takes Q.
20. B. to Q. fifth
21. B. takes Kt.
22. Q. Kt. P. one
23. Q. R. to K. square
24. B. to Q. R. fourth
25. K. B. P. one
26. Q. R. to K. seventh (*d*)
27. R. takes Q. B. P
28. R. takes P. at Q. B. fifth
29. K. R. to K. square
30. K. R. P. one
31. R. to K. second
32. K. to his R. second
33. Q. R. to Q. B. eighth (check)
34. K. R. to K. eighth
35. R. to K. R. eighth (check)

Black. (EDINBURGH.)

36. B. to K. R. second
37. P. to K. B. fourth
38. P. to K. Kt. third
39. Q. R. to K. third (g)
40. P. to K. Kt. fifth
41. K. to his Kt. fourth
42. K. to his B. third
43. K. to his fourth
44. K. R. to Q. B. seventh (check)
45. K. to his fifth
46. K. to his B. sixth
47. K. takes K. Kt. P.
48. K. R. to K. Kt. seventh (ch.)
49. K. to his R. sixth
50. Q. R. to K. sixth
51. K. R. to K. R. seventh (check)
52. Q. R. to K. Kt. sixth (check)
53. Q. R. takes Q. B. P.
54. Q. R. to K. B. sixth (check)
55. P. to K. Kt. sixth
56. P. to K. Kt. fourth
57. R. takes B. (check)
58. P. to K. Kt. seventh (check)
59. R. to K. R. eighth
60. K. to his R. seventh (i)

White. (LONDON.)

36. B. to Q. B. sixth (e)
37. B. to Q. seventh
38. B. to Q. R. fourth (f)
39. Q. R. to Q. B. second
40. K. R. takes B. (check)
41. K. R. P. one (check)
42. K. R. to K. B. seventh (check)
43. K. Kt. P. one
44. K. to his Kt. square
45. Q. R. to Q. B. fourth (ch.) (h)
46. Q. R. takes P. (check)
47. R. to K. B. square
48. K. to his R. square
49. B. to Q. Kt. fifth
50. Q. R. to K. B. fourth
51. K. to his Kt. square
52. K. to his B. square
53. Q. R. to Q. B. fourth
54. K. to his square
55. Q. R. to Q. B. sixth
56. B. to K. B. square (check)
57. K. takes R.
58. K. to his B. second
59. Q. R. to Q. B. third (check)

WHITE RESIGNED THE GAME, AND LOST THE MATCH.

Notes to the Fifth Game.

(a) This is much better than playing Queen's Bishop to King's Knight's fifth, as, in that case, the second player may move his King's Knight to Queen's Bishop's third, and speedily bring his other forces into the field.

(b) Castling would have been better play.

(c) They would have played ill in moving the Knight to Queen's fifth.

(d) White should have taken the Pawn at their King's Bishop's fourth, and they would then have had the best of the game.

(e) From the subjoined variation it appears that playing the Bishop to Queen's seventh, would not have improved White's game :—

Black.

37. Q. R. to Q. R. fourth
38. Q. R. to K. fourth
39. Q. R. to K.'s eighth, winning the game.

White.

36. B. to Q. seventh
37. B. to K. sixth
38. B. to K. Kt. eighth

(f) If the White had played Queen's Rook to Queen's Bishop's seventh, their adversaries would have advanced the Pawn to King's Knight's fifth; for example:—

<i>Black.</i>	<i>White.</i>
39. P. to K. Kt. fifth	38. Q. R. to Q. B. seventh
40. Q. R. takes Q. R. P., winning.	39. R. P. takes P. or (A)

(A)

40. K. to his Kt. fourth, and must win.	39. K. R. takes B. (check)
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(g) This is an excellent move.

(h) If they had checked with the Bishop, Black would have taken it with their Rook, and then have played the King to his Bishop's sixth.

(i) The latter portion of this game is remarkably well played by the Edinburgh Club.

PROBLEMS FOR YOUNG PLAYERS.

No. 87.

By Mr. E. F.

<i>White.</i>	<i>Black.</i>
K. at Q. R.'s square	K. at his B.'s third
Q. at Q. R.'s seventh	Q. at her square
B. at Q. Kt.'s fourth	R. at K. Kt.'s square
Kt. at Q.'s third	R. at K.'s square
Pawns at K. R.'s fourth, K. Kt.'s second, Q. Kt.'s second, and Q. Kt.'s third	Kt. at K. B.'s fourth
	B. at Q. Kt.'s fourth
	Pawns at K. Kt.'s second, K. Kt.'s third, and K.'s third

Termination of a game between Mr. E. F. and a friend; the former playing the White men, and, having to move, drew the game.

No. 88.

By R. A. B., Leeds.

<i>White.</i>	<i>Black.</i>
K. at Q. B.'s sixth	K. at Q. Kt.'s square
Q. at K. B.'s seventh	
Pawn at Q. Kt.'s fourth	

White to mate with the Pawn in six moves.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 85.

White.

1. R. to Q. R.'s eighth
2. R. to Q. R.'s sixth (check)
3. K. P. one (check) **MATE.**

Black.

1. K. to Q. B.'s third, or (A)
2. K. to Q.'s fourth

(A)

White.

1. R. to Q. R.'s eighth
2. B. to K.'s fifth
3. R. **MATES.**

Black.

1. Q. B. P. one
2. Moves as he can.

No. 86.

White.

1. P one
2. P. one
3. P. one
4. P. one, becoming a Kt. (check)
5. B. **MATES.**

Black.

1. K. to his R.'s second
2. K. to R.'s square
3. K. to R.'s second
4. K. to his R.'s square

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 114.—E.*

White.

K. at Q.'s square
Q. at her Kt.'s sixth
R. at Q. B.'s seventh
B. at K. R.'s third
Pawn at K.'s fifth

Black.

K. at Q.'s square
R. at K. R.'s square

White to play, and mate with his Pawn, in four moves, without taking the Black Rook.

* See page 366 of the present volume.

No. 115.—E.

White.

K. at his B.'s eighth
 Q. at her R.'s second
 R. at K. Kt.'s seventh
 Kt. at K. B.'s sixth
 Pawn at K. Kt.'s fifth

Black.

K. at his R.'s square
 B. at Q. Kt.'s eighth

White, playing first, mates with the Pawn, in four moves, without taking the Bishop.

No. 116.—E.

White.

K. at his R.'s square
 Q. at K. B.'s sixth
 R. at K. R.'s seventh
 R. at K.'s seventh
 B. at K. Kt.'s square
 Pawn at Q. R.'s fifth

Black.

K. at Q.'s square
 Q. at her B.'s sixth

White to move, and mate with the Pawn, in five moves, without taking the Black Queen.

No. 117.—E.

White.

K. at Q. Kt.'s square
 Q. at K. B.'s seventh
 B. at K. Kt.'s square
 B. at K. Kt.'s second
 Pawns at K. R.'s second, Q. Kt.'s
 second, and Q. R.'s second

Black.

K. at Q. R.'s square
 Q. at her seventh
 R. at Q. Kt.'s square
 Kt. at Q. B.'s fifth
 Pawns at K. R.'s second, Q.'s
 sixth, Q. Kt.'s second, and Q.
 R.'s third

White to mate in five moves.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 93.

White.

1. R. to Q. Kt.'s fourth (check)
2. R. to Q. R.'s fourth (check)
3. Kt. to Q. B.'s fifth (check)
4. Q. Kt. P. two (check) **MATE.**

Black.

1. K. to Q. R.'s fourth
2. K. takes R.
3. K. to R.'s fourth

No. 94.

White.

1. Kt. to K. R.'s fifth (check)
2. Q. takes K. P. (check)
3. Kt. to K. Kt.'s third (check)

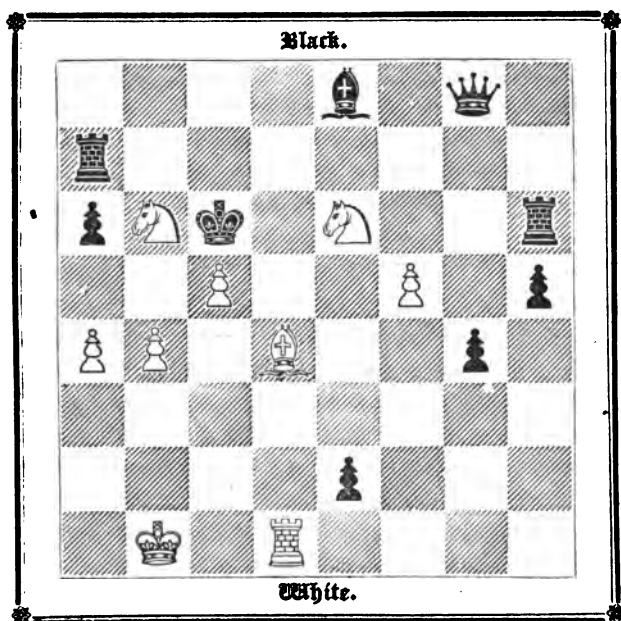
MATE.*Black.*

1. K. to his B.'s fourth
2. K. takes Q.

PROBLEM, No. 96.

By Mr. M'G—E.

White, having to play, engages to mate with the Queen's Bishop, in seven moves.

**NOTICES TO CORRESPONDENTS.****CHESS.**

"W. B. C., NORWICH."—Safely received.

"HIS QUEEN."—See the note at page 382.

"G. S. S., LIVERPOOL,"—will perceive that we have availed ourselves of his ingenious stratagem.

"A. Z."—When attempting the solution of the "SCIENTIFIC STRA-

TAGEMS," be particularly careful in *first placing every piece and Pawn correctly*. It is surprising how much trouble and annoyance amateurs incur by neglecting to set up positions accurately. Both the Problems mentioned are rightly printed; try them once more.

"N. H., SALISBURY."—The parcel duly arrived.

"ST. GEORGE."—Thanks for the suggestion and the list.

"G. A. R."—"Can I, without violating a principle of the game, have four Knights on the board at once?"—Yes.

"12-17."—The solution is correct.

"MIRANDA."—We will endeavour to give an example of "the marked Pawn" game in our next number.

"H. T. H.'s" solutions are correct.

"FAIR PLAY."—We are deeply indebted for the hint, and shall spare no pains to obtain the requisite information.

"A LEARNER."—You have the remedy at command; why play with the objectionable parties?

"RUGBY"—is mistaken: there is no Chess Club at Oxford.

"ORIENT."—The title of the work from whence our problems marked "E." were taken, is "Trevangadacharya Shastree."

THE LEGEND OF SIR ARGENTINE,

THE WHITE QUEEN'S KNIGHT.

Founded on his simultaneous attack of King and Queen's Rook on their own squares at his third bound, and his consequent capture of the Rook, when Queen's Bishop's second square is undefended.

"OUR foes advance on the camp of France,
They press on our right wing—
Holy Bishop, I pray thee to stand us in stay,
And thy bands to the rescue bring.

"Sir Argentine, brave Knight of mine,
Thou flower of chivalry!
The boldest lance in the land of France,
This feat I bind on thee.

"By thy Queen's fair fame, and thy knightly name,
Thou shalt lead the counter-attack;
And the rebel Lord of Perigord,
A captive, bring me back."

" Queen Blanche of Navarre, our guiding star !
My faith and my glove now hold—
Thy Knight so true, thy bidding shall do
On that Baron proud and bold.

" Ere the vesper hour, though high be his tower,
Thy lilies shall float o'er the wall ;
Ere the matin song, though his arm be strong,
He shall kneel in thy banquet hall.

" For the Queen, and for France, our pennon advance,
My squires and my brave chevaliers ;
The watchword and sign shall be ARGENTINE,
In the sword-clash and shiver of spears."

He has mounted his steed, for beauty and speed
Unrivalled in all Touraine ;
The trumpets sound, and the coursers bound
For the land of Aquitaine.

Three charges outright, that noble Knight
He made on the hostile bands ;
To right and left their ranks he cleft,
And before their King he stands.

On his stirrups of gold, he rose so bold,
And, leaning over the neck
Of his gallant steed, he cried, " Take heed
Of Argentine and Check !

" Thou art safe, Sir King, if thy head thou bring
Within half my charger's prance ;
Thou art safe again at my bridle rein,
But beware the length of my lance."

" Sir Knight, grammercis of thy courtesie,
We hold thee a preux chevalier ;
But thy sword may be keen as thy lance is sheen,
We would rather be distant than near."

So he fled to the right, then turned that Knight
To the Castle on his left ;
The moat he sprung, and his battle-axe rung
Till the massive gates were cleft.

The garrison all he drove from the wall ;
Great spoil he won that day ;
And the rebel Lord of Perigord,
A captive, bore away.

In Notre-dame the oriflamme
 O'er the silver lamps was hung,
 And priest and choir, in white attire,
 The lauds of midnight sung.

In the banquet hall, the nobles all,
 The Bishops and Knights were met;
 And King and Queen, in state serene,
 Beneath the dais were set.

A trumpet sang—a herald sprang
 Along the crowded floor—
 "It is my Knight, returned from fight,
 Throw wide the palace door!"

"Sir Argentine, brave Knight of mine,
 Thrice welcome, thrice again!"
 Then in he rode, and beside him strode
 The captive Castellain.

F. W. C.

MAXIMS AND HINTS FOR A CHESS PLAYER.

By RICHARD PENN, Esq., F.R.S.

I. WIN as often as you can, but never make any display of insulting joy on the occasion. When you cannot win—lose (though you may not like it) with good temper.

II. If your adversary, after you have won a game, wishes to prove that you have done so in consequence of some fault of his rather than by your own good play, you need not enter into much argument on the subject, whilst he is explaining to the by-standers the mode by which he might have won the game, *but did not*.

III. Nor need you make yourself uneasy if your adversary should console himself by pointing out a mode by which you might have won the game in a shorter and more masterly manner. Listen patiently to his explanation—it cannot prove that your way was not good enough. *Tous les chemins sont bons qui mènent à la victoire.*

IV. When you are playing with an opponent whom you feel sure that you can master, do not insult him by saying that you consider him a stronger player than yourself,—but that perhaps particular circumstances may prevent him from playing with his usual force to-day, &c. &c. Men usually play as well as they can: they are glad when they win, and sorry when they lose.

V. Sometimes—when, alas! you have lost the game—an unmerciful conqueror will insist on "murdering Pizarro all over again," and glories

in explaining how that your game was irretrievable after you had given a certain injudicious check with the Queen,* (the consequence of which *he says* that he immediately foresaw,) and that then, by a succession of very good moves on his part, he won easily. You must bear all this as well as you can, although it is certainly not fair to "preach'ee and flog'ee too."

VI. A good player seldom complains that another is slow. He is glad to have the opportunity thus afforded to him of attentively considering the state of the game. Do not, therefore, be impatient when it is your adversary's turn to move. Take as much time as you require (*and no more*) when it is your own turn.

VII. If, whilst you are playing, your adversary will talk about the state of the game, it is very provoking, but you cannot help it, and the pieces will give you ample revenge, if you can avail yourself of their power.

VIII. If the by-standers talk, it is still more annoying: they always claim the merit of having foreseen every good move which is made, and they sometimes express great surprise at your not making a particular move; which, if you had made it, would probably have led to your speedily losing the game—before which time they would have walked away to another table.

IX. Almost every moderate player thinks himself fully qualified to criticise the move by which a game has been lost.—Although, if he had himself been in the loser's place, he would, very probably, have been check-mated twenty moves sooner than the opportunity occurred for committing the particular mistake, which he thinks he should have avoided.

X. Amongst good players, it is considered to be as much an indispensable condition of the game, that a piece once touched must be moved, as that the Queen is not allowed to have the Knight's or a Rook the Bishop's move.

XI. Some persons, when they are playing with a stranger who entreats to be allowed to take back a move, let him do so the first time: then, almost immediately afterwards, they put their own Queen *en prise*; and when the mistake is politely pointed out to them, they say that *they* never take back a move, but that they are ready to begin another game.

XII. Do not be alarmed about the state of your adversary's health, when, after losing two or three games, he complains of having a bad head-ache, or of feeling very unwell. If he should win the next game, you will probably hear no more of this.

XIII. Never (if you can avoid it) lose a game to a person who rarely wins when he plays with you. If you do so, you may afterwards find that this one game has been talked of to all his friends, although he may

* *Infandum Regina jubes renovare dolorem.*



have forgotten to mention ninety-nine others which had a different result. Chess-players have a very retentive memory with regard to the games which they win.

XIV. If, therefore, any one should tell you that on a certain day last week he won a game from one of your friends, it may be as well to ask how many other games were played on the same day.

XV. There is no better way of deciding on the comparative skill of two players than by the result of a number of games. Be satisfied with that result, and do not attempt to reason upon it.

XVI. Remember the Italian proverb, "Never make a good move without first looking out for a better." Even if your adversary should leave his Queen *en prise*, do not snap hastily at it. The Queen is a good thing to win, but the game is a better.

XVII. Between even, and tolerably good, players a mere trifle frequently decides the event of a game; but when you have gained a small advantage, you must be satisfied with it for the time. Do not, by attempting too much, lose that which you have gained. Your object should be to win the game, and the dullest way of winning is better for you than the most brilliant of losing.

XVIII. If your knowledge of "the books" enables you to see that a person, with whom you are playing for the first time, opens his game badly, do not suppose, as a matter of course, that you are going to checkmate him in ten or twelve moves. Many moves called *very bad* are only such if well opposed; and you can derive but little advantage from them unless you are well acquainted with the system of crowding your adversary,—one of the most difficult parts of the game.

XIX. Some players have by study acquired mechanically the art of opening their game in a style much above their real force; but when they have exhausted their store of *book-knowledge*, they soon fall all to pieces, and become an easy prey to those who have genuine talent for the game. Others do not know how to open their game on scientific principles, and yet, if they can stagger through the beginning without decided loss, fight most nobly when there are but few pieces and Pawns left on the board. All these varieties of play must be carefully studied by those who wish to win. It is only talent for the game, combined with much study and great practice, which can make a truly good player.

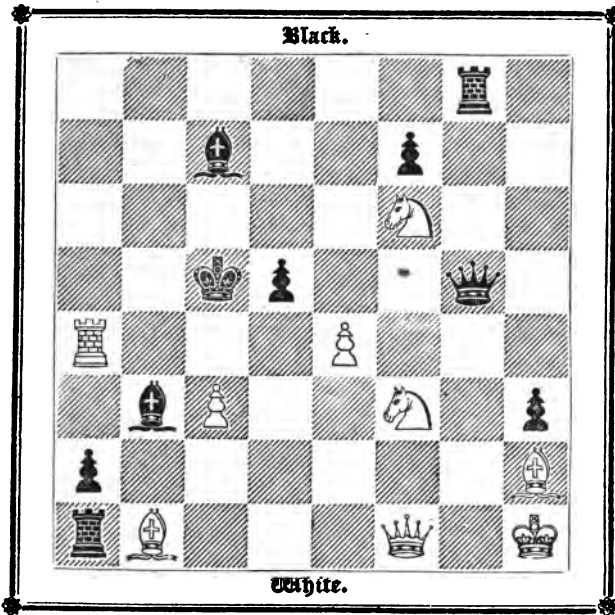
XX. Although no degree of instruction derived from "books" will make a good player, without much practice with all sorts of opponents, yet, on the other hand, when you hear a person, who has had great practice, boast of never having looked into a Chess-book, you may be sure either that he is a bad player, or that he is not nearly so good a player as he might become by attentively studying the laborious works which have been published on almost every conceivable opening, by such players as Ercole del Rio, Ponziani, Philidor, Sarratt, and Lewis.

(To be continued.)

PROBLEM, No. 97.

By the Rev. H. BOLTON.

White, playing first, checkmates in seven moves.



GAME CCCIV.*

Between Mr. M'DONNELL and one of the finest Players in the Edinburgh Chess Club.

White. (Mr. —.)

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. Castles
5. Q. P. one
6. Q. B. P. one
7. Q. P. one
8. K. Kt. P. takes B.
9. Q. to her third
10. K. B. P. one

Black. (Mr. M'D.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. one
4. K. Kt. to B. third
5. Q. B. to K. Kt. fifth
6. Q. B. P. one
7. Q. B. takes Kt.
8. K. B. to Q. Kt. third
9. Q. Kt. to Q. second
10. Q. P. one

* This and the following game are from Mr. Lewis's valuable collection of unpublished Chess MSS.

White. (Mr. —.)

11. K. P. takes Q. P.
12. Q. to K. second
13. K. B. to Q. Kt. third
14. K. to R. square
15. R. to K. Kt. square
16. Q. B. to K. third
17. Q. Kt. to Q. second
18. Q. to K. B. square
19. Q. to K. Kt. second
20. P. takes B.
21. Q. R. to K. B. square
22. B. to Q. square
23. Q. to K. Kt. third
24. Q. B. P. one
25. Q. B. P. takes Q. P. ♣
26. B. to K. Kt. fourth
27. B. takes K. R.
28. Q. R. to K. B. fifth
29. Q. R. to K. Kt. fifth
30. Q. to K. R. third
31. Kt. to Q. B. fourth
32. K. R. to K. B. square
33. K. R. to K. Kt. square
34. K. R. to K. Kt. fourth
35. Q. Kt. P. one
36. K. R. to K. Kt. square
37. Kt. to K. fifth
38. Q. R. takes K. Kt. P.
39. Kt. takes P. (check)
40. R. takes Q.
41. Q. to K. R. fifth
42. Q. to K. second
43. Q. P. one
44. K. to Kt. square
45. K. to B. square
46. K. to his square
47. Q. to K. R. fifth
48. K. to Q. square
49. K. to B. square
50. K. to Q. Kt. second
51. K. to Q. Kt. square

Black. (Mr. M'D.)

11. K. P. one
12. Q. B. P. takes P.
13. Castles
14. K. R. to K. square
15. Q. Kt. to K. B. square
16. Q. Kt. to K. Kt. third
17. B. to Q. B. second
18. B. takes B. P.
19. B. takes B.
20. R. to K. third
21. Q. Kt. P. two
22. Q. to K. B. square
23. Q. Kt. P. one
24. Q. R. to Q. B. square
25. K. Kt. takes P.
26. Q. R. to Q. B. third
27. R. takes B.
28. Q. Kt. to K. second
29. K. Kt. P. one
30. K. to R. square
31. Q. Kt. to K. B. fourth
32. Q. to K. second
33. Q. to K. B. third
34. R. to Q. B. third
35. Q. to K. third
36. R. to Q. R. third
37. K. Kt. takes K. P.
38. K. B. P. takes R.
39. Q. takes Kt.
40. R. takes R.
41. K. to his Kt. second
42. K. Kt. to K. Kt. fifth
43. K. P. one
44. K. Kt. to K. fourth (dis. ch.)
45. R. to K. B. third
46. Q. Kt. to Q. fifth
47. K. Kt. to K. B. sixth (check)
48. K. P. one (check)
49. P. one, becoming a Q. (check)
50. Q. to Q. B. sixth (check)
51. Q. to B. seventh (check), and
CHECKMATES next move.

GAME CCCV.

Between Mr. LEWIS and Mr. G. W.; Mr. LEWIS giving the King's Knight.

(Remove White's K's Kt. from the board.)

White. (Mr. LEWIS.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Castles
4. Q. to K. second
5. K. R. P. one
6. Q. B. P. one
7. Q. takes B.
8. Q. P. two
9. Q. to Q. third
10. B. to K. Kt. fifth
11. K. B. P. two
12. K. to R. square
13. B. takes P.
14. Kt. to Q. second
15. Kt. to K. B. third
16. B. to K. R. second
17. Q. R. P. two
18. K. P. one
19. K. P. takes P.
20. Q. to K. fourth
21. Q. R. P. takes P.
22. Q. to K. second
23. B. takes Q. R.
24. Kt. to K. fifth
25. Q. P. takes P.
26. R. to K. B. fourth
27. Q. R. to K. square
28. Q. takes R.
29. R. takes Q.
30. R. takes K. Kt.
31. R. to K. second
32. R. to Q. second
33. K. to R. second
34. R. to Q. seventh
35. Q. B. P. one
36. Q. B. P. one
37. R. to Q. fifth
38. R. takes Kt.
39. R. to Q. B. sixth
40. K. to Kt. third

Black. (Mr. G. W.)

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to K. B. third
4. Q. P. one
5. Q. B. to K. third
6. Q. B. takes B.
7. Q. B. P. one
8. Q. Kt. P. two
9. B. to Q. Kt. third
10. Q. R. P. one
11. Q. Kt. to Q. second
12. K. P. takes K. B. P.
13. Q. to Q. B. second
14. Q. B. P. one
15. K. Kt. to K. R. fourth
16. Castles with Q. R.
17. Q. Kt. to K. B. square
18. Q. Kt. to K. third
19. Q. R. takes P.
20. K. to Q. Kt. square
21. K. Kt. to K. B. third
22. Q. R. P. one
23. Q. takes B.
24. Q. to Q. B. second
25. Kt. takes P.
26. R. to K. square
27. R. takes Kt.
28. Q. takes Q.
29. Kt. to Q. sixth
30. K. Kt. P. takes R.
31. P. to K. B. fourth
32. Kt. checks
33. Kt. to K. fifth
34. B. to K. sixth
35. B. to Q. B. eighth
36. Kt. takes P.
37. B. takes P.
38. K. to Kt. second
39. Q. R. P. one
40. Q. R. P. one

White. (Mr. LEWIS.)

41. R. to Q. R. sixth
42. K. to B. third
43. R. takes P.
44. R. to Q. second
45. R. to Q. square
46. R. to Q. Kt. square
47. K. to his second
48. K. to Q. third
49. K. to Q. B. fourth
50. R. to Q. Kt. third, and WINS.

Black. (Mr. G. W.)

41. B. to K. fourth (check)
42. Q. R. P. one
43. K. to Kt. third
44. K. to Q. B. fourth
45. P. to K. B. third
46. K. to Kt. third
47. K. R. P. one
48. K. R. P. one
49. P. to K. B. fifth

GAME CCCVI.

Between the Honorary Secretary and another Member of the London Chess Club.

White. (Hon. Sec.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. K. B. takes P. (check)
6. Kt. to K. fifth (check)
7. Q. takes K. Kt. P.
8. Q. to K. R. fifth (check)
9. K. Kt. to B. seventh (b)
10. Q. to K. fifth (check)
11. Q. takes R.
12. Q. Kt. to B. third
13. Castles
14. Q. P. two
15. K. P. one
16. P. takes P.
17. B. takes P.
18. B. to Q. sixth (check)
19. Q. R. to K. square (check)
20. K. R. takes K. Kt.
21. Q. R. takes Kt. (check)
22. Q. takes K. R. P. (check)
23. Q. to R. fifth (check)
24. R. to K. eighth (check)
25. Kt. to K. fourth
26. Q. to K. R. sixth

Black. (Mr. —.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. K. takes B.
6. K. to his square (a)
7. Q. to K. B. third
8. K. to his second
9. Q. takes Kt.
10. Q. to K. third
11. K. Kt. to B. third (c)
12. Q. P. one
13. Q. B. P. one
14. Q. Kt. to Q. second
15. P. takes P.
16. Q. Kt. takes P.
17. Q. Kt. to K. Kt. third
18. Q. takes B.
19. Q. Kt. to K. fourth
20. Q. takes K. R.
21. K. to B. second (d)
22. K. B. to Kt. second
23. K. to Kt. square
24. K. B. to his square
25. Q. to K. B. fourth (e)

AND BLACK RESIGNED.

Notes to Game CCCVI.

- (a) This is a better move than playing the King to his Bishop's third.
 (b) We cannot think this well played; and believe that "Q. Kt. to B. third," as in the subjoined variation, would have given White a much finer game:—

<i>White.</i>	<i>Black.</i>
9. Q. Kt. to B. third	9. Q. B. P. one
10. Q. P. two	10. Q. P. one
11. Q. B. takes K. B. P.	11. Q. takes B.
12. K. R. to K. B. square	12. Q. to K. R. third
13. R. to K. B. seventh (check)	13. K. to Q. square
14. R. to Q. seventh (check)	14. Q. Kt. or B. takes R.
15. Kt. to K. B. seventh (check), and wins the Queen.	

(c) It would not have been good play to take the King's Pawn, checking.
 (d) He should have interposed the Queen's Bishop.
 (e) The check at Queen's fifth would have been worse than useless.

GAME CCCVII.

Spirited Game between Mr. ST—N and a skilful German Amateur;
 Mr. ST—N giving his Queen's Knight.

(Remove Black's Q.'s Kt. from the board.)

<i>Black. (Mr. ST—N.)</i>	<i>White. (Herr —.)</i>
1. K. P. two	1. K. P. two
2. K. B. to Q. B. fourth	2. K. Kt. to B. third
3. Q. P. two	3. Q. P. one
4. Q. to K. second (a)	4. K. P. takes Q. P.
5. K. B. P. two	5. Q. B. to K. Kt. fifth
6. K. Kt. to B. third	6. Q. Kt. to B. third
7. Castles	7. K. B. to K. second
8. K. P. one	8. P. takes P.
9. K. B. P. takes P.	9. Q. B. takes Kt.
10. R. takes B.	10. Q. Kt. takes P. (b)
11. Q. takes Q. Kt.	11. Castles
12. Q. B. to K. Kt. fifth	12. Q. to her second
13. Q. R. to K. B. square	13. Q. R. to K. square
14. Q. to K. Kt. third (c)	14. Kt. to K. fifth (d)
15. R. takes K. B. P.	15. K. to R. square (e)
16. Q. to K. fifth	16. R. takes R.
17. R. takes R.	17. B. to K. B. third (f)
18. B. takes B.	18. Kt. takes B. (g)
19. Q. takes Kt.	19. P. takes Q.
20. R. takes Q.	

AND WHITE ABANDONED THE GAME.

Notes to Game CCCVII.

(a) Had Black been playing with equal pieces, he would here have taken Pawn with Pawn, and then have taken the King's Bishop's Pawn with his Bishop.

(b) Perhaps his best move; he would certainly have had a very embarrassed game, if he had played away the King's Knight.

(c) A good move.

(d) Few players would resist the temptation to play as White did, with the prospect of winning a piece.

(e) White must obviously have been mated next move, had he ventured to capture the Queen.

(f) White could have gained nothing by playing the Knight to Bishop's third, instead of the Bishop; *ex. gr.*

Black.

18. B. takes Kt.
19. Q. takes B.
20. R. takes Q.; and, having a piece more than his opponent, White would win easily.

White.

17. Kt. to B. third
18. B. takes B. (best)
19. P. takes Q. (best)

(g) If he had taken the Queen with his Rook, he must have been mated next move; and if he had taken the Bishop with his King's Knight's Pawn, Black, by playing the Queen to King's Rook's fifth, could have won the Queen, or have given mate immediately.

GAME CCCVIII.

Played by Messrs. T—N and ZYTOGORSKI.

White. (Mr. T—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. Q. P. one
5. K. Kt. to K. second
6. Q. B. to K. Kt. fifth
7. Q. Kt. to Q. fifth
8. Q. Kt. takes Kt. (check)
9. Kt. to K. Kt. third
10. Q. to K. B. third
11. Q. B. to Q. second
12. K. B. takes Q. B.
13. Castles on K.'s side
14. Q. to her square

Black. (M. Z—.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. Castles
6. Q. Kt. to Q. second
7. Q. B. P. one
8. Kt. takes Kt.
9. Q. B. to K. third
10. Q. to Q. R. fifth (check)
11. Q. to her Kt. third
12. K. B. P. takes B.
13. Q. takes Q. Kt. P.
14. Q. to her Kt. third

White. (Mr. T—N.)

15. Q. B. P. one
16. Q. R. to Q. Kt. square
17. B. to K. Kt. fifth
18. Q. R. P. two
19. Q. P. one
20. B. takes Kt.
21. K. B. P. two
22. R. takes R.
23. Kt. to K. R. fifth
24. Q. to K. Kt. fourth
25. Kt. takes K. Kt. P.
26. Q. takes K. P. (check)
27. Q. takes B.
28. Q. to K. fifth
29. Q. P. takes Q.
30. K. Kt. P. one
31. R. takes Q. Kt. P.

Black. (M. Z—.)

15. K. R. to B. second
16. Q. to her B. second
17. Q. P. one
18. Q. R. P. one
19. B. to Q. third
20. R. takes B.
21. R. takes K. B. P.
22. P. takes R.
23. Q. P. takes K. P.
24. Q. to K. B. second
25. Q. takes Kt.
26. K. to R. square
27. Q. R. to K. Kt. square
28. Q. takes Q.
29. K. B. P. one
30. K. P. one
31. R. to Q. square

AND, AFTER A FEW MORE MOVES, WHITE RESIGNED.

GAME CCCIX.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 40th.)

Black. (Mr. M'D.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Q. Kt. to B. third
6. Q. takes P. (a)
7. Q. P. two
8. K. B. takes K. B. P. (check)
9. Q. to K. R. fifth (check)
10. Castles
11. Q. B. takes P.
12. K. to R. square
13. Q. to K. R. sixth (check) (b)
14. K. R. to K. B. third
15. K. R. to K. Kt. third (check)
16. Q. to K. R. fourth
17. Q. takes Q. Kt.
18. Q. R. to K. B. square
19. Q. to K. Kt. fifth
20. Q. R. takes Kt.

White. (M. DE LA B.)

1. K. P. two
2. P. takes P.
3. K. Kt. P. two
4. K. Kt. P. one
5. P. takes K. Kt.
6. Q. Kt. to B. third
7. Q. Kt. takes Q. P.
8. K. takes B.
9. K. to Kt. second
10. Q. Kt. to K. third
11. K. B. to Q. B. fourth (check)
12. Kt. to K. B. third
13. K. to Kt. square
14. K. B. to his square
15. K. to B. second
16. Q. Kt. takes B.
17. Q. P. one
18. Q. B. to K. third
19. K. to his square (c)
20. Q. to K. second

<i>Black.</i> (Mr. M'D.)	<i>White.</i> (M. DE LA B.)
21. K. R. to K. B. third	21. Q. B. P. one
22. Kt. to K. second	22. K. R. to K. Kt. square
23. Q. to K. R. fifth (check)	23. K. to Q. square
24. Kt. to Q. fourth	24. Q. B. to K. Kt. fifth
25. Q. to Q. R. fifth (check) (<i>d</i>)	25. K. to Q. B. square
26. K. R. to K. B. square (<i>e</i>)	26. Q. B. to Q. second
27. Q. R. to K. B. seventh	27. Q. to K. square
28. Q. Kt. P. two (<i>f</i>)	28. Q. Kt. P. one
29. Q. to her R. sixth (check)	29. K. to Q. B. second
30. Q. to her B. fourth (<i>g</i>)	30. K. B. to K. second
31. Kt. takes Q. B. P. (<i>h</i>)	31. Q. Kt. P. one
32. Q. takes P.	32. Q. B. takes Kt.
33. Q. to her R. fifth (check)	33. K. to Q. Kt. square
34. Q. to K. B. fifth	34. K. B. to Q. square
35. K. R. to K. square	35. Q. to K. fourth
36. Q. to K. B. third	36. Q. P. one
37. Q. Kt. P. one	37. B. to Q. Kt. second
38. R. takes B. (check)	38. K. takes R.
39. Q. to K. B. seventh (check)	39. K. B. to Q. B. second

BLACK ABANDONED THE GAME.

Notes to Game CCCVIII.

(*a*) Castling would also have been good play, because, in that case, if White had taken the King's Knight's Pawn with his Pawn, the first player, by taking King's Bishop's Pawn with his Bishop, checking, must have obtained a powerfully attacking position.

(*b*) We believe that "B. to K. fifth" would have been better play.

(*c*) If he had endeavoured to save the Knight, he would have lost the game.

(*d*) Black might have gained a piece at least, by taking the King's Bishop with his Rook, checking.

(*e*) "Q. R. to K. B. seventh," although apparently a good move, would not have lessened the difficulties of Black's position.

(*f*) "Kt. to K. sixth" would perhaps have been a better move.

(*g*) A good move.

(*h*) This is far from well played: he ought rather to have checked with the Knight at King's sixth. It may be proper to remark, that he would have played badly in taking the King's Bishop with his Rook, and afterwards moving the King's Rook to King's Bishop's seventh, because White, after taking the first Rook, might have advanced his Queen's Pawn one square, and would then have had a winning game.

PROBLEMS FOR YOUNG PLAYERS.

No. 89.

By C. R. L—E.

White.

K. at his R.'s square
 Q. at K.'s second
 R. at Q. R.'s square
 B. at Q.'s fourth
 Kt. at K. B.'s eighth
 Kt. at Q.'s third
 Pawns at K. B.'s second, and Q.
 Kt.'s second

Black.

K. at Q. B.'s third
 Q. at her Kt.'s second
 R. at K. Kt.'s seventh
 R. at Q.'s third
 B. at Q.'s fourth
 Kt. at K.'s sixth
 Pawns at K. R.'s sixth, K. B.'s
 third, Q. B.'s second, Q. Kt.'s
 fifth, and Q. R.'s fifth

White, playing first, mates in five moves.

No. 90.

By J. H. S.

White.

K. at Q. Kt.'s seventh
 R. at K. B.'s third
 Kt. at Q.'s second
 Pawn at Q. Kt.'s second

Black.

K. at Q. R.'s fourth

White to play, and mate with the Pawn in four moves.

SOLUTIONS

TO THE

PROBLEMS FOR YOUNG PLAYERS,

Published in our last Week's "CHRONICLE."

No. 87.

White.

1. Q. to K. B.'s seventh (check)
2. Kt. to K.'s fifth (check)
3. Kt. to K. Kt.'s fourth (check)
4. Kt. to K.'s fifth, drawing the
game by giving "perpetual
checks."

Black.

1. K. takes Q.
2. K. to his B.'s third
3. K. to his B.'s second

No. 88.

White.

1. Q. to K.'s eighth (check)
2. Q. to her eighth
3. P. one (check)
4. Q. to her B.'s seventh (check)
5. Q. to her B.'s eighth (check)
6. P. one (check) **MATE.**

Black.

1. K. to Q. R.'s second
2. K. to R.'s third
3. K. to R.'s second
4. K. to R.'s square
5. K. to R.'s second

SCIENTIFIC STRATAGEMS

SELECTED FROM THE WORKS OF

THE BEST AUTHORS ON CHESS.

No. 118.—E.*

White.

- K. at his R.'s sixth
 R. at Q. R.'s fifth
 Kt. at K.'s fourth
 Pawn at K. Kt.'s fourth

Black.

- K. at his R.'s square

White, playing first, to mate with the Pawn in four moves.

No. 119.—E.

White.

- K. at Q. R.'s second
 Q. at Q. B.'s third
 B. at K. Kt.'s second
 Kt. at Q.'s seventh
 Pawns at Q. Kt.'s sixth, and Q.
 R.'s fourth

Black.

- K. at Q. R.'s square
 R. at K. R.'s square
 Pawn at Q. Kt.'s second

White to play, and mate with a Pawn, in five moves, without taking the Black Rook.

No. 120.—E.

White.

- K. at Q. B.'s third
 R. at K. B.'s seventh
 R. at Q. B.'s seventh
 B. at K.'s square
 Kt. at Q. Kt.'s fourth
 Pawn at Q.'s second

Black.

- K. at Q. R.'s square
 R. at K. R.'s third
 Pawns at Q. Kt.'s second, and
 Q. R.'s third

White to move, and mate with the Pawn, in seven moves, without taking the Rook.

* See page 366 of the present volume.

SOLUTIONS
TO THE
PROBLEMS ON DIAGRAMS,
In our preceding Number.

No. 95.

White.

1. K. B. P. one (check)
 2. R. to K. R.'s eighth (check)
 3. R. to K.'s eighth (check)
 4. Kt. to K. B.'s eighth (check)
 5. Kt. to K. Kt.'s sixth (double check)
 6. R. to K. R.'s eighth (check)
- MATE.

Black.

1. K. to his R.'s second
2. K. takes R.
3. K. to his R.'s second
4. K. to his R.'s square, or (A)
5. K. to his R.'s second

(A)

White.

5. Kt. to K. Kt.'s sixth (double check)
 6. R. to K. B.'s eighth (check)
- MATE.

Black.

4. K. to his Kt.'s square
5. K. to his B.'s second

No. 96.

White.

1. K. Kt. to Q.'s eighth (check)
2. B. to K.'s fifth (check)
3. P. takes R. (check)
4. Q. P. one (discov. check)
5. K. Kt. to Q. B.'s sixth (check)
6. Q. P. one, becoming a Kt. (ch.)
7. B. to Q.'s fourth (check) MATE.

Black.

1. K. to Q. B.'s second
2. K. R. to Q.'s third
3. K. to Q. Kt.'s square, or (A)
4. R. to Q. B.'s second
5. K. to Kt.'s second
6. K. takes Q.'s Kt.

(A)

White.

4. B. to K. B.'s sixth (check)
5. B. takes R. (check) MATE.

Black.

3. K. takes K.'s Kt., or (B)
4. R. to K.'s second

(B)

White.

4. B. to Q.'s fourth (check) MATE.

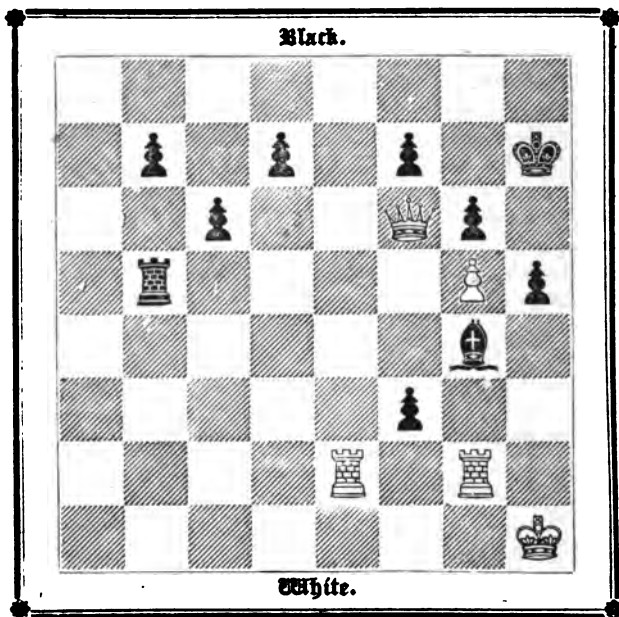
Black.

3. K. takes Q. Kt.

PROBLEM, No. 98.

By the celebrated Russian Chess player, M. PETROFF.*

White, having to play, engages *not to take the adverse Bishop*, and to compel Black to checkmate him, *with the Rook, in twenty-five moves.*



NOTICES TO CORRESPONDENTS.

"NAUTICUS, SENIOR UNITED SERVICE CLUB."—The present volume will be completed in twenty-seven Numbers. Our next, the concluding Number, will contain an elaborate analysis of the celebrated Problem of KING, ROOK and BISHOP against KING and ROOK.

"H. T. H."—Both are correct.

"CANTAB."—A classified Index of the games which have appeared in Vols. I. and II. will be given in Number 27, Vol. II.

"J. M. N." and "EXCHEQUER"—earnestly recommend the introduction of studies from Polish and common Draughts in the next volume. We shall be glad to know the general opinion of our readers upon the subject.

"W. H., RICHMOND."—The description of an illuminated Chess

* An inaccurate diagram of this masterly stratagem was sent to us some months since, and appeared in our First Volume, page 88. We have recently been favoured, by the inventor, with a correct description of the problem, which we have much pleasure in presenting to the readers of "The Chess Player's Chronicle."

MS., in the Royal Library at Stuttgart, shall receive attention in a future number.

"H. T. H., MANCHESTER."—Both solutions are correct. By referring to clause 21, of the Laws of Chess published in a recent Number of this Magazine, our correspondent will find that Captain U— was justified in contending that a player might have two Queens on the board at once. We thought that, by this time, the Law upon the subject was perfectly understood and recognized, in every Chess Club throughout the kingdom. A player is entitled to claim for every Pawn he passes to the adverse Royal line, any piece, except a King, which he may deem most serviceable to him in the game. So that, in fact, it is not impossible for a person to have nine Queens, or ten Rooks, or ten Knights, or ten Bishops on the board at once, nor would any principle of the game be violated by the coincident presence of so many pieces of the same denomination, inasmuch as there would still be *no more than the original number of men upon the board*.

"ALPHA."—By paying your subscription to the Publisher in advance, you may be certain of receiving the two copies on Saturday morning. The cases for Vol. II. are precisely the same as those for the First Volume.

TO THE SUBSCRIBERS OF "THE CHESS PLAYER'S CHRONICLE."

In obedience to the repeated solicitation of distant subscribers, the regular and punctual delivery of this Magazine, as soon as possible after publication, will, in future, be ensured to all parties paying their subscriptions, for the Third Volume, in advance.

Subscribers to the Third Volume are particularly requested to forward their names to the Publisher immediately.

MAXIMS AND HINTS FOR A CHESS PLAYER.

By RICHARD PENN, Esq., F.R.S.

(Concluded from page 400.)

XXI. Between fine players, small odds (viz. Pawn, with one, or with two moves) are of great consequence. Between inferior players they are of none. The value of these odds consists chiefly in position; and in every long game between weak players, such an advantage is gained and lost several times, without either party being aware of it.

XXII. Almost all good players (*and some others*) have a much higher opinion of their own strength than it really deserves. One person feels sure that he is a better player than some particular opponent, although he cannot but confess that, for some unaccountable reason or other, he does not always win a majority of games from him. Another attributes his failure solely to want of attention to details which he considers hardly to involve any real genius for the game; and he is obliged to content himself with boasting of having certainly, at one time, had much the best of a game, which he afterwards lost, *only by a mistake*. A third

thinks that he must be a good player, because he has discovered almost all the many difficult checkmates which have been published as Problems. He may be able to do this, and yet be unable to play a whole game well, it being much more easy to find out, at your leisure, the way to do that which you are told beforehand is practicable, than to decide, in actual play, whether, or not, it is prudent to make the attempt.

XXIII. A theoretical amateur, with much real genius for the game, is often beaten by a fourth-rate player at a Chess Club, who has become from constant practice thoroughly acquainted with all the technicalities of it, and quietly builds up a wall for the other to run his head against. The loser in this case may *perhaps* eventually become the better player of the two; but he is not so at present.

XXIV. A person sometimes tells you that he played the other day, for the first time, with Mr. Such-a-one, (a very celebrated player,) who won the game, with great difficulty, after a very hard fight. Your friend probably deceives himself greatly in supposing this to be the case. A player who has a reputation to lose, always plays very cautiously against a person whose strength he does not yet know: he runs no risks, and does not attempt to do more than win the game, which is all that he undertook to do.

XXV. When you receive the odds of a piece from a better player than yourself, remember he sees everything which you see, and probably much more. Be very careful how you attack him. You must act in the early part of the game entirely on the defensive, or probably you will not live long enough to enjoy the advantage which has been given you. Even though you may still have the advantage of a piece more, when the game is far advanced, you must not feel too sure of victory. Take all his Pawns quietly, *if you can*, and see your way clearly before you attempt to checkmate him. You will thus perhaps be longer about it, but winning is very agreeable work.

XXVI. Many persons advise you, when you receive the odds of a Rook, *always* to make exchanges as often as you can, in order to maintain the numerical superiority with which you began. This is very cunning; but you will probably find that "*Master is Yorkshire too*," and that he will not allow you to make exchanges early in the game, except under circumstances which lead you into a ruinous inferiority of position.

XXVII. You will never improve by playing only with players of your own strength. In order to play well, you must toil through the humiliating task of being frequently beaten by those who can give you odds. These odds, when you have fairly mastered them, may be gradually diminished as your strength increases. Do not, however, deceive yourself by imagining, that if you cannot win from one of the *great players* when he gives you the odds of a Rook, you would stand a better chance with the odds of a Knight. This is a very common error. It is true that, when a Knight is given, the attack made upon you is not so sudden and so violent, as it usually is when you receive a Rook—but your ultimate

defeat is much more certain. If, in the one case, you are quickly killed, in the other you will die in lingering torments.

XXVIII. When you hear of a man from the country, who has beaten every body whom he has ever played with, do not suppose, as a matter of course, that he is a truly good player. He may be only a "Triton of the Minnows." All his fame depends upon the skill of the parties with whom he has hitherto contended; and provincial Philidors seldom prove to be very good players, when their strength is fairly measured at the London Chess Club, particularly such of them as come there with the reputation of having never been beaten.

XXIX. An elderly gentleman, lately returned from India, is apt to suppose that his skill has been much impaired by the change of climate, or some other cause, when he finds, to his great surprise, that his style of play does not produce such an alarming effect in the Chess Clubs of London or Paris, as it used to do at Rumburabad.

XXX. When you can decidedly win, at the odds of a Rook given by a first-rate player, you will rank among the chosen few. It would be very difficult to name twenty-five persons in London to whom Mr. Lewis could not fairly give these odds, although there are many hundreds who would be much offended at its being supposed to be possible that any one could give them a Knight.

XXXI. A first-rate player, who is to give large odds to a stranger, derives great advantage from seeing him first play a game, or two, with other persons. His style of play is thus shown, and the class of risks which may be ventured on is nicely calculated. That which, before, might have been difficult, thus becomes comparatively easy.

XXXII. There is as much difference between playing a game well, by correspondence, and playing one well over the board, as there is between writing a good essay, and making a good speech.

XXXIII. No advantages of person and voice will enable a man to become a good orator if he does not understand the grammatical construction of the language in which he speaks: nor will the highest degree of ingenuity make any man a good Chess Player, unless his preparations for the exercise of that ingenuity are made upon the soundest principles of the game.

XXXIV. Every game perfectly played throughout on both sides would be by its nature drawn. Since, then, in matches between the most celebrated players and clubs of the day some of the games have been won and lost, it seems to follow that there *might* be better players than have been hitherto known to exist.

XXXV. Most of the persons who occasionally "play at Chess" know little more than the moves and a few of the general rules of the game. Of those who have had more practice, some have acquired a partial insight into the endless variety of the combinations which may be formed, and their beautiful intricacy:—a few play moderately well; but, however small the number of good players may be, it would be difficult to find

any one who, after having played a few hundred games, would not think it an imputation on his good sense to be considered a very bad player;—and this is the universal feeling, although it is well known that men of the highest attainments have studied Chess without great success; and that the most celebrated players have not always been men of distinguished talents.

XXXVI. He who after much practice with fine players remains for a long time without taking his station amongst them, will find at last that there is a point which he cannot pass. He is obliged to confess his incurable inferiority to players of the higher order, and he must be content with easy victories over a large majority of those whom he meets with in society.

CONCLUSION.

Chess holds forth to the philosopher relaxation from his severer studies, —to the disappointed man, relief from unavailing regret,—and to the rich and idle, an inexhaustible source of amusement and occupation. It has, however, been frequently urged as an objection to the study of the game, that no man can pursue it, with a fair prospect of becoming a good player, without devoting to it much time and attention which might be more beneficially employed.

Although it may perhaps be true in the abstract, that even a high degree of skill is not *per se* worth the time and trouble which it must have cost, it should be remembered that on this "mimic stage" of life much besides Chess may be seen and studied with advantage. The real character of a man's mind may, almost always, be known by his behaviour under the varying circumstances of this most interesting game. The triumph of the winner, and the vexation of the loser, are often coarsely displayed amongst inferior players; and, although good players very rarely give way to this degrading weakness, still, the good breeding of some of them, towards the end of a difficult match, is not always quite perfect.

The temper of the student cannot fail to derive very material benefit from the severe discipline to which it will be subjected. When he begins to play well he will find that he has learnt to submit patiently to contradiction; and that he has become convinced of the necessity of abandoning his most favourite schemes, whenever he sees that from a change of circumstances they can be no longer pursued with safety.—He will have felt the full value of using caution and circumspection, when called upon to exercise his judgment in cases of complicated difficulty, and he will have acquired the faculty of fixing his undivided attention on the business in which he is engaged.

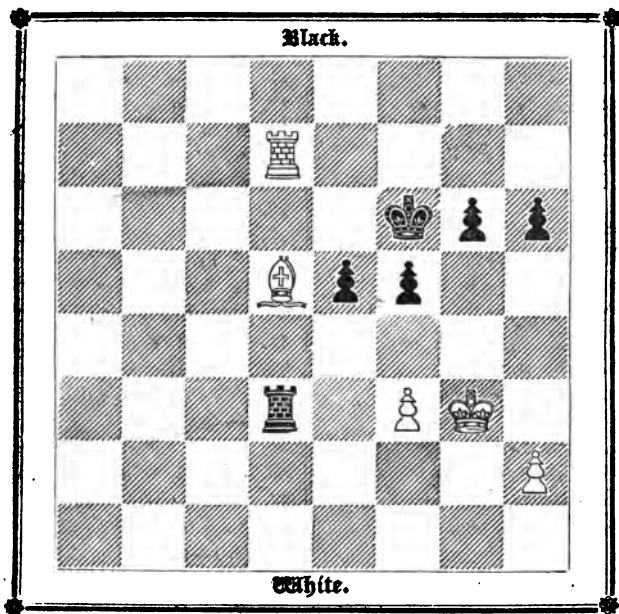
If such qualities of the mind are called forth and strengthened in the pursuit of a harmless and delightful recreation, the time cannot have been wholly wasted, although the professed object of study may have been only the art of giving CHECKMATE.

R. P.

PROBLEM, No. 99.

By Mr. C. F., of Carlow.

White to play, and mate in four moves.



GAME CCCX.

Between Mr. ST—N and one of the best Players in the London Chess Club.

Black. (Mr. —.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. Kt. takes Kt.
5. Q. takes P.
6. K. B. to Q. B. fourth
7. Q. to her fifth
8. Q. B. P. one
9. Castles
10. K. B. P. two (a)
11. Q. to her third
12. Q. Kt. to Q. second
13. B. takes B.
14. Kt. to K. B. third

White. (Mr. ST—N.)

1. K. P. two
2. Q. Kt. to B. third
3. Kt. takes Q. P.
4. P. takes Kt.
5. K. Kt. to K. second
6. Kt. to Q. B. third
7. Q. to K. B. third
8. K. B. to K. second
9. Q. P. one
10. Q. B. to K. third
11. Castles on K. side
12. Q. R. to Q. square
13. K. B. P. takes B.
14. Q. to K. Kt. third

Black. (Mr. —.)

15. Q. to K. second
16. K. P. one
17. Kt. takes Q. P.
18. P. takes Kt.
19. B. to K. third
20. Q. to K. B. third
21. K. to R. square (*b*)
22. Q. R. to Q. square (*c*)
23. K. Kt. P. two
24. Q. to K. Kt. third
25. K. B. P. takes K. P.
26. R. takes R.
27. Q. to K. B. third
28. K. Kt. P. one
29. B. to Q. second
30. Q. R. P. one
31. R. to K. B. second
32. R. to K. B. square
33. R. to K. B. second
34. Q. takes Q.
35. K. R. P. two
36. B. to K. B. fourth
37. B. takes B.
38. K. to his Kt. second
39. P. takes P.
40. K. to Kt. third
41. K. to R. third
42. R. to Q. second
43. K. to Kt. fourth
44. K. R. P. one
45. K. to Kt. fifth
46. K. to B. fifth
47. R. to Q. B. second
48. K. to Kt. fourth
49. K. to B. fourth
50. K. to B. fifth
51. K. to his fourth
52. K. to his B. fifth
53. Q. R. P. takes P.
54. R. to K. Kt. second
55. P. takes P.
56. R. to Q. R. second
57. K. to Kt. fourth
58. K. to B. fifth
59. K. to B. fourth
60. K. to Kt. fourth

White. (Mr. St—N.)

15. Q. P. one
16. Q. P. one
17. Kt. takes Kt.
18. Q. R. takes P.
19. Q. R. to K. fifth
20. Q. Kt. P. one
21. Q. R. takes K. P.
22. Q. R. to K. fifth
23. B. to Q. third
24. K. P. one
25. K. R. takes R. (check)
26. B. takes P. (*d*)
27. B. to Q. third
28. Q. to K. third
29. Q. B. P. one (*e*)
30. Q. to her fourth
31. B. to Q. B. fourth
32. B. to K. second
33. R. to K. fourth
34. R. takes Q.
35. R. to Q. fifth
36. B. to Q. third
37. R. takes B.
38. K. R. P. one
39. R. takes P.
40. R. to K. Kt. third (check)
41. R. to K. B. third
42. Q. R. P. two
43. K. to his R. second
44. Q. Kt. P. one
45. R. to K. third
46. R. to K. eighth
47. R. to K. R. eighth
48. R. to Q. Kt. eighth
49. Q. R. P. one
50. Q. B. P. one
51. K. to his R. third
52. Q. Kt. P. one (*f*)
53. Q. B. P. takes P.
54. Q. R. P. one
55. P. takes P.
56. R. to Q. Kt. sixth
57. R. to Q. Kt. fifth (check)
58. R. to Q. Kt. fourth (check)
59. R. to Q. R. fourth
60. R. to Q. R. fifth (check)

Black. (Mr. —.)

61. K. to B. fifth
62. R. to K. R. second (check)
63. R. to K. Kt. second
64. K. to B. sixth (g)

White. (Mr. ST—N.)

61. K. takes K. R. P.
62. R. to K. R. fifth
63. K. Kt. P. one (check)
64. R. to K. B. fifth (check)

AND, AFTER A FEW MORE MOVES, WHITE ABANDONED THE GAME.

Notes to Game CCCX.

(a) King's Bishop to Queen's Knight's fifth would, perhaps, have been stronger play.

(b) The young player, on looking well at the position, will see the propriety of this move.

(c) We should have preferred taking the Rook with King's Bishop's Pawn, and thus gaining two Rooks for the Queen.

(d) Rook takes Pawn, would have been a better move.

(e) His best move. Had he played Rook to King's seventh, Black would have annoyed him by checking with the Queen at her Rook's eighth.

(f) It is palpable that White would have been mated next move, if he had taken the King's Rook's Pawn with his King.

(g) Had he taken the Pawn with his Rook, White would immediately have played his Rook to King's Bishop's fifth, giving check; then have taken the adverse Rook with his King, and afterwards have Queened his Pawn.

GAME CCCXI.

The following spirited Game is one of several, recently played between M. H—, of the Berlin Chess Club, and M. J—H.

White. (VON H—.)

1. K. P. two
2. K. B. P. two
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. K. Kt. P. one
6. Castles
7. K. to his R. square
8. K. Kt. to K. fifth (a)
9. Q. to K. R. fifth
10. R. takes K. B. P.
11. R. to K. B. eighth (double ch.)
12. Q. P. two
13. Q. to K. eighth (check)
14. Q. takes K. B. (check)
15. Q. Kt. to Q. R. third

Black. (M. J—H.)

1. K. P. two
2. K. P. takes P.
3. K. B. to K. second
4. K. B. to K. R. fifth (check)
5. P. takes P.
6. P. takes K. R. P. (check)
7. K. B. to his third
8. B. takes Kt. (b)
9. Q. to K. second
10. Q. to her B. fifth (c)
11. K. to his second
12. Q. takes B.
13. K. to Q. third
14. K. to Q. B. third
15. Q. P. one

White. (VON H—.)

16. Q. P. one (check)
17. B. to K. third (check)
18. Q. B. P. one (check)
19. Q. Kt. P. one (check)
20. B. MATE.

Black. (M. J—H.)

16. K. to Q. B. fourth
17. K. to Kt. fifth
18. K. to R. fifth
19. K. takes Kt.

Notes to Game CCCXI.

(a) A novel and effective move.

(b) The following variation on this move, which occurred in a subsequent game, gave rise to some beautiful play on the part of M. Von H—t.

VARIATION ON BLACK'S EIGHTH MOVE.

White.

9. B. takes K. B. P. (check)
10. Q. P. two
11. Q. P. takes B.
12. Q. Kt. to B. third
13. Q. B. to K. B. fourth
14. K. P. one
15. K. P. takes Kt.
16. B. to K. fifth
17. R. takes P.
18. B. takes Q. B. P. (check)
19. Q. to K. second (check)
20. Q. R. to K. square
21. Q. to K. R. fifth (check)
22. Q. takes R. (check) MATE.

Black.

8. Q. to K. second
9. K. to Q. square
10. B. takes Kt.
11. Q. takes P.
12. K. Kt. to B. third
13. Q. to K. second
14. Q. takes K. B.
15. Kt. P. takes P.
16. R. to K. B. square
17. Q. to K. Kt. second
18. K. to his square
19. Q. to K. second
20. Kt. to Q. B. third
21. R. to K. B. second

(c) Threatening mate next move.

GAME CCCXII.

Between Mr. C—E and a strong Metropolitan Player.

White. (Mr. C—E.)

1. K. P. two
2. K. Kt. to B. third
3. Q. P. two
4. K. B. to Q. B. fourth
5. Q. B. P. one
6. Castles
7. Q. B. to K. Kt. fifth
8. Q. B. P. takes P.
9. Kt. takes Kt.
10. K. Kt. to Q. Kt. fifth

Black. (Mr. —.)

1. K. P. two
2. Q. Kt. to B. third
3. P. takes P.
4. K. B. to Q. B. fourth
5. Q. to K. B. third
6. Q. P. one
7. Q. to K. Kt. third
8. Kt. takes P.
9. Q. takes Q. B.
10. Q. to K. second

- | | |
|--|--|
| <p><i>White.</i> (Mr. C—E.)</p> <ol style="list-style-type: none"> 11. Q. Kt. P. two 12. Q. to her R. fourth 13. Q. takes B. 14. B. takes P. at Q. Kt. fifth (ch.) 15. Q. Kt. to B. third 16. K. B. P. two 17. Q. takes B. (check) 18. K. P. one 19. K. B. P. takes P. 20. Q. to her Kt. fourth 21. Kt. takes Kt. 22. K. P. one 23. Q. R. to Q. square 24. Q. takes Q. Kt. P. 25. K. to R. square | <p><i>Black.</i> (Mr. —.)</p> <ol style="list-style-type: none"> 11. B. takes Q. Kt. P. 12. Q. B. P. one 13. P. takes Kt. 14. B. to Q. second 15. K. Kt. to B. third 16. B. takes B. 17. Q. to her second 18. Q. P. takes P. 19. Q. R. P. one 20. Kt. to Q. fourth 21. Q. takes Kt. 22. K. B. P. takes P. 23. Q. to K. fourth 24. Q. to her B. fourth (check) 25. Q. to her R. second |
|--|--|

AND WHITE FORCED MATE IN FIVE MOVES.

GAME CCCXIII.

Between the Honorary Secretary and another Member of the London Chess Club.

- | | |
|--|---|
| <p><i>White.</i> (Hon. Sec.)</p> <ol style="list-style-type: none"> 1. K. P. two 2. K. Kt. to B. third 3. Q. P. two 4. K. B. to Q. B. fourth 5. Q. B. P. one 6. P. takes P. 7. K. P. one 8. K. P. takes P. <i>en passant</i> 9. B. takes K. B. P. (check) 10. K. Kt. to Kt. fifth (check) 11. Q. to her Kt. third 12. Q. to K. B. seventh (check) 13. Castles 14. Q. B. to Q. R. third 15. Q. Kt. takes Kt. 16. Q. R. to Q. square 17. K. R. to K. square 18. R. takes B. 19. R. takes Q. 20. Q. to K. seventh (check) 21. R. to Q. B. square (check) 22. Kt. to Q. Kt. fifth 23. R. takes B. (check) | <p><i>Black.</i> (Mr. —.)</p> <ol style="list-style-type: none"> 1. K. P. two 2. Q. Kt. to B. third 3. P. takes P. 4. K. B. checks 5. P. takes P. 6. B. to Q. R. fourth 7. Q. P. two 8. Q. takes P. 9. K. takes B. 10. K. to his square 11. Q. Kt. to Q. fifth 12. K. to Q. square 13. Kt. to Q. B. seventh 14. Q. Kt. takes B. 15. B. takes Q. B. P. 16. B. to Q. fifth 17. Kt. to B. third 18. B. to Q. second (a) 19. P. takes R. 20. K. to B. square 21. B. to B. third 22. Kt. to Q. fourth 23. P. takes R. |
|--|---|

WHITE MATES IN TWO MOVES. (b)

Notes to Game CCCXIII.

(a) It is pretty evident that Black would have been mated next move, if he had taken the Rook.

(b) This game is very badly played by the second player.

GAME CCCXIV. •

Between Mr. ST—N and one of the best Players in the London Chess Club.

White. (Mr. ST—N.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. B. P. one
4. K. Kt. to B. third
5. Q. P. two
6. P. takes P.
7. Castles
8. Q. to her Kt. third
9. K. P. one
10. P. takes P.
11. K. P. one
12. P. takes P. (check)
13. K. Kt. to Kt. fifth
14. Q. to K. R. third
15. Q. Kt. to Q. R. third
16. Q. B. to K. B. fourth
17. Q. R. to K. square
18. K. Kt. to K. sixth
19. Kt. takes R.
20. Kt. takes K. R. P.
21. Q. to her seventh (b)
22. B. takes Kt.
23. Q. R. to K. eighth (check)
24. Q. takes R. (check)
25. Q. to K. Kt. eighth (check)
26. Q. to K. R. eighth (check)
27. B. to K. Kt. eighth

Black. (Mr. —.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. Q. P. one
5. P. takes P.
6. B. to Q. Kt. third
7. Q. B. to K. Kt. fifth
8. Q. B. to K. R. fourth
9. P. takes P.
10. K. Kt. to K. second
11. Castles
12. K. to R. square
13. Q. Kt. to Q. fifth
14. B. to K. Kt. third
15. K. Kt. to K. B. fourth
16. Q. to K. B. third
17. K. Kt. to K. R. third
18. B. to K. B. fourth
19. K. Kt. takes P. (a)
20. B. takes Kt.
21. Q. takes B.
22. B. to K. B. fourth
23. R. takes R.
24. K. to R. second
25. K. to R. third
26. B. to K. R. second

AND BLACK RESIGNED THE GAME.

Notes to Game CCCXIV.

(a) Had he taken the Queen, White would have won the game without difficulty.

(b) This is better play than taking the Knight.

GAME CCCXV.

In the Match between M. DE LA BOURDONNAIS and Mr. M'DONNELL.

(Game 41st.)

White. (M. DE LA B.)

1. Q. P. two
2. Q. B. P. two
3. K. P. one
4. K. B. takes P.
5. P. takes P.
6. Q. Kt. to B. third
7. K. Kt. to B. third
8. K. R. P. one
9. Q. B. to K. third
10. Q. to her second
11. Castles on K. side (a)
12. K. B. P. takes B.
13. Q. takes Q.
14. K. Kt. to K. fifth
15. B. takes B.
16. K. to his B. second
17. P. takes R.
18. Q. Kt. to his fifth
19. K. to Kt. third
20. Q. R. to K. square
21. Q. R. takes K. P.
22. Q. R. to K. third (c)
23. Q. Kt. to Q. sixth
24. K. R. P. one
25. K. R. P. one
26. Q. R. to K. seventh
27. Kt. to Q. Kt. seventh
28. K. R. to K. B. third
29. Kt. takes Kt.
30. Q. R. to K. eighth

Black. (Mr. M'D.)

1. Q. P. two
2. P. takes P.
3. K. P. two
4. P. takes P.
5. K. Kt. to B. third
6. K. B. to Q. third
7. Castles
8. K. R. to K. square (check)
9. K. B. to his fifth
10. Q. to K. second
11. B. takes B.
12. Q. takes P. (check) (b)
13. R. takes Q.
14. Q. B. to K. third
15. K. B. P. takes B.
16. R. takes K. Kt.
17. K. Kt. to Q. second
18. Q. Kt. to Q. R. third
19. K. Kt. takes K. P.
20. K. Kt. to his third
21. Q. Kt. to Q. B. fourth
22. Q. B. P. one
23. Q. Kt. P. one
24. K. R. P. one
25. K. Kt. to K. B. square
26. R. to Q. square
27. R. to Q. sixth (check)
28. R. to Q. fourth (d)
29. R. takes Kt.

AND BLACK RESIGNED THE GAME.

Notes to Game CCCXV.

(a) A fine stroke of play; far better than protecting the Bishop.

(b) Black appears to gain considerable advantage by this move, but it was nevertheless a very injudicious one, and tended much towards the loss of the game.

(c) He might safely have taken the Queen's Bishop's Pawn with his Knight.

(d) Rook to Queen's second would have prolonged the contest, but ultimate defeat was inevitable.

SOLUTIONS
TO THE
PROBLEMS FOR YOUNG PLAYERS,
Published in our last Week's "CHRONICLE."

No. 89.

White.

1. Q. Kt. takes Q. Kt. P. (ch.)
2. Q. to her R.'s sixth (check)
3. Q. to her R.'s eighth (check)
4. Q. to K.'s eighth (check)
5. Q. takes R. (check) **MATE.**

Black.

1. Q. takes Kt.
2. Q. to her Kt.'s third
3. Q. to Kt.'s second (best)
4. R. to Q.'s second

No. 90.

White.

1. R. to Q. Kt.'s third
2. R. to Q. Kt.'s sixth
3. Kt. to Q. B.'s fourth (check)
4. P. one (check) **MATE.**

Black.

1. K. to Q. R.'s fifth
2. K. to R.'s fourth
3. K. to R.'s fifth

SCIENTIFIC STRATAGEMS
SELECTED FROM THE WORKS OF
THE BEST AUTHORS ON CHESS.

No. 121.

White.

K. at Q. B.'s sixth
Pawns at K. Kt.'s fourth, K. Kt.'s
sixth, and K. B.'s fifth

Black.

K. at his B.'s square
Pawns at K. R.'s third, K. Kt.'s
second, and K. B.'s third

White to move, and win.

No. 122.—E.*

White.

K. at Q. R.'s square
R. at Q. B.'s seventh
B. at K. Kt.'s square
Kt. at Q. R.'s second
Pawns at K. Kt.'s sixth, and K.
B.'s seventh

Black.

K. at his R.'s square
R. at K. Kt.'s square
Pawns at Q.'s third, and Q. R.'s
third

White, playing first, to mate with a Pawn in nine moves, without taking
the Rook.

* See page 366 of the present volume.

No. 123.—E.

White.

K. at his seventh
 R. at K. Kt.'s fifth
 B. at K. B.'s square
 B. at Q.'s eighth
 Kt. at K.'s fourth
 Kt. at K.'s sixth
 Pawns at Q. B.'s fourth, and Q.
 Kt.'s sixth

Black.

K. at Q. B.'s square
 R. at Q. R.'s square
 Pawns at Q. Kt.'s second, and
 Q. R.'s third

White to play, and mate with a Pawn in nine moves, without taking the Rook.

No. 124.

White.

K. at Q. B.'s square
 B. at K. B.'s second
 Pawn at K. B.'s third

Black.

K. at Q. R.'s eighth
 Kt. at Q. B.'s sixth
 Kt. at Q. R.'s fifth
 Pawns at K. B.'s fifth, and Q.
 R.'s seventh

White to move, and win.

No. 125.

White.

K. at his R.'s square
 R. at Q. R.'s square
 Pawn at Q.'s sixth

Black.

K. at his B.'s fourth
 R. at Q. R.'s second
 B. at Q. R.'s fifth
 Kt. at K. B.'s sixth

White, playing first, to draw the game.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our preceding Number.

No. 97.

White.

1. Q. Kt. to Q.'s seventh (check)
2. Q. to her Kt.'s fourth (check)
3. K. Kt. to Q.'s fourth (check)
4. Q. Kt. to Q. B.'s fifth (check)
5. K. Kt. to Q. Kt.'s (check)
6. Q. Kt. to Q.'s third (check)
7. K. Kt. to Q. R.'s third (ch.)

MATE.

Black.

1. K. to Q. B.'s third
2. K. takes Q.
3. K. takes R. (check) (best)
4. K. to Q. R.'s sixth (best)
5. K. to Q. Kt.'s seventh
6. K. takes B.

No. 98.

White.

1. Q. takes K. B. P. (check)
2. Q. to K. B.'s sixth (check)
3. Q. R. to K.'s eighth (check)
4. R. to K.'s seventh (check)
5. R. to K. Kt.'s seventh (check)
6. R. takes Q. P. (discov. ch.)
7. R. to K. Kt.'s seventh (ch.)
8. R. takes K. Kt. P. (discov. check)
9. R. to K. Kt.'s seventh (ch.)
10. R. to K. B.'s seventh (discov. check)
11. R. to K. B.'s eighth (check)
12. Q. to K.'s seventh (check)
13. Q. to K. B.'s seventh (check)
14. Q. to K.'s seventh (check)
15. Q. to K. B.'s sixth (check)
16. R. to K. B.'s seventh (check)
17. R. to K. Kt.'s seventh (check)
18. R. to Q. B.'s seventh (discov. check)
19. Q. to K. B.'s seventh (check)
20. Q. R. to Q. B.'s eighth (ch.)
21. Q. to K. B.'s sixth (check)
22. R. to K. Kt.'s seventh (check)
23. R. to K. Kt.'s square (discov. check)
24. Q. to K. Kt.'s sixth (check)
25. Q. takes K. R. P. (check)

Black.

1. K. to his R.'s square
2. K. to Kt.'s square (best)
3. K. to R.'s second
4. K. to Kt.'s square
5. K. to R.'s square
6. K. to Kt.'s square
7. K. to R.'s square
8. K. to R.'s second
9. K. to R.'s square
10. K. to Kt.'s square
11. K. to R.'s second
12. K. to Kt.'s third
13. K. takes P.
14. K. to Kt.'s third
15. K. to R.'s second
16. K. to Kt.'s square
17. K. to R.'s square
18. K. to Kt.'s square
19. K. to R.'s square
20. B. takes R.
21. K. to R.'s second
22. K. to R.'s square
23. K. to R.'s second
24. K. to R.'s square
25. Black is now compelled to take the Queen with his Rook, giving MATE.

SOLUTIONS

TO THE

PROBLEMS ON DIAGRAMS,

In our present Number.

No. 99.

White.

1. R. to K. B.'s seventh (check)
2. K. R. P. two (check)
3. R. takes K. B. P. (check)
4. B. to K. B.'s seventh (ch.) MATE.

Black.

1. K. to Kt.'s fourth
2. K. to R.'s fourth
3. P. takes R.

No. 100.

White.

1. Kt. to Q.'s sixth (check)
2. Q. to K.'s second (check)
3. R. to Q. B.'s eighth (check)
4. Q. takes Q. Kt. P. (check)
5. Q. to her Kt.'s eighth (check)
6. Q. takes Q.'s B. (check) MATE.

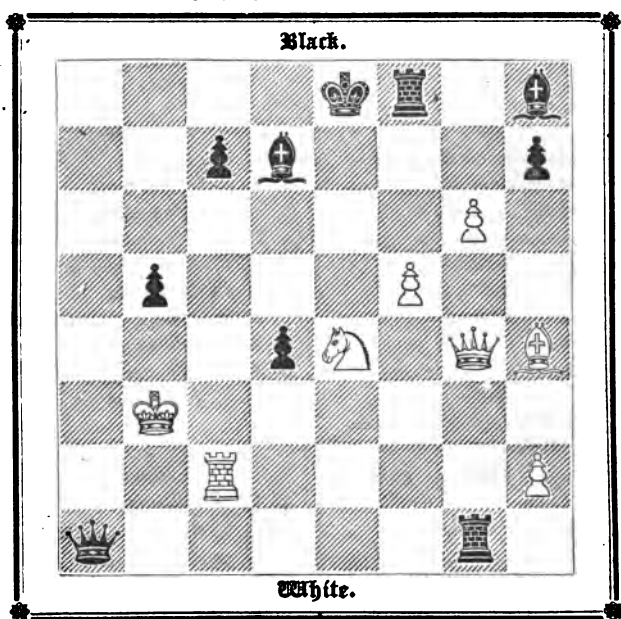
Black.

1. P. takes Kt.
2. K. B. to K.'s fourth (best)
3. Q. B. takes R.
4. B. to Q.'s second
5. Q. B. interposes

PROBLEM, No. 100.

By C. R. L—E.

White, playing first, mates in six moves.



ANALYSIS

OF THE CELEBRATED PROBLEM,

A KING, ROOK AND BISHOP, AGAINST A KING AND ROOK.

WE have delayed the publication of this analysis, in the hope of discovering some method by which we could abbreviate the almost interminable variations into which it branches, and thus present the whole in a continuous form.—This desideratum, however, we regret to say, has still to be accomplished; and since the numerous ramifications of our analysis would extend over about a dozen weekly numbers of the Magazine, to the utter exclusion of other, and, to the majority of readers,

more interesting matter, we are compelled to abandon the original project, and content ourselves by giving the demonstration in fragments, and at such intervals as circumstances and the wishes of subscribers may require.

Our investigation of the subject will commence with the well known situation in which Lolli pronounces it impossible for the superior force to do more than *draw the game*;—but we strenuously recommend the student, who is desirous of appreciating the beauties and difficulties of the Problem, to make himself perfectly conversant, in the first instance, with the following position, in which Philidor so admirably demonstrates that the Rook and Bishop can win.

PHILIDOR'S POSITION.

White.

K. at his sixth
R. at Q. B.'s square
B. at K.'s fifth

Black.

K. at his square
R. at Q.'s second

SOLUTION.

White.

1. R. to Q. B.'s eighth (check)
2. R. to Q. B.'s seventh
3. R. to Q. Kt.'s seventh
4. R. to K. Kt.'s seventh
5. B. to K. Kt.'s third
6. R. to K. Kt.'s fourth
7. R. to Q. B.'s fourth
8. B. to K. R.'s fourth
9. B. to K. B.'s sixth
10. B. to K.'s fifth
11. R. to K. R.'s fourth, and wins.

Black.

1. R. interposes
2. R. to Q.'s seventh
3. R. to Q.'s eighth
4. R. to K. B.'s eighth, or (A)
5. K. to B.'s square, or (B)
6. K. to his square
7. R. to Q.'s eighth, or (C)
8. K. to B.'s square
9. R. to K.'s eighth (check)
10. K. to Kt.'s square

(A)

White.

- 4.
5. R. to K. R.'s seventh
6. R. to Q. B.'s seventh
7. R. to Q. B.'s eighth (check)
8. R. to K. R.'s eighth (check)
9. R. to K. Kt.'s eighth (check)
winning the Rook.

Black.

4. K. to B.'s square
5. R. to K. Kt.'s eighth
6. K. to Kt.'s square
7. K. to R.'s second
8. K. to Kt.'s third

(B)

White.

- 5.
6. B. to Q.'s sixth
7. B. to K.'s fifth
8. R. to K.'s seventh (check)
9. R. to Q. B.'s seventh
10. R. to K. Kt.'s seventh (check)
11. R. to K. Kt.'s fourth
12. B. to K. B.'s fourth, winning.

Black.

5. R. to K. B.'s sixth
6. R. to K.'s sixth (check)
7. R. to K. B.'s sixth
8. K. to B.'s square
9. K. to Kt.'s square
10. K. to B.'s square
11. K. to his square

(C)

White.

- 7.
8. B. to K.'s fifth
9. R. to K. R.'s fourth, and Black cannot avert the mate.

Black.

7. K. to B.'s square
8. K. to Kt.'s square

LOLLI'S POSITION.

White.

- K. at his Kt.'s sixth
- R. at K.'s sixth
- B. at K. Kt.'s fifth

Black.

- K. at his Kt.'s square
- R. at K. B.'s second

SOLUTION.—No. 1.

White.

1. R. to K.'s eighth (check) (a)
2. R. to K.'s seventh
3. B. to K. B.'s sixth
4. R. to K.'s sixth
5. B. to K.'s fifth
6. B. to Q.'s sixth (check)
7. B. to Q. B.'s fifth
8. R. to Q. Kt.'s sixth
9. B. to K.'s seventh
10. R. to Q. R.'s sixth
11. R. to Q. R.'s seventh
12. B. to K. B.'s sixth, and mates in three moves.

Black.

1. R. interposes
2. R. to Q. B.'s square (b)
3. K. to his B.'s square (c)
4. R. to Q. B.'s second, or (A)
5. R. to Q. B.'s sq. (his best move)
6. K. to his Kt.'s square
7. K. to his R.'s square (d)
8. K. to his Kt.'s square, or (B)
9. K. to his R.'s square
10. K. to his Kt.'s square
11. R. to K.'s square, or (C) or (D)

(A)

White.

4. R. to K.'s sixth
5. B. to K.'s fifth
6. B. to Q.'s sixth (check)
7. B. to Q. B.'s fifth, &c. as in (No. 1)

Black.

4. K. to his Kt.'s square
5. K. to his B.'s square, or (E)
6. K. to his Kt.'s square

(B)

White.

8. R. to Q. Kt.'s sixth
9. K. to his R.'s sixth
10. B. to K.'s seventh
11. R. to Q. Kt.'s seventh
12. K. to Kt.'s sixth
13. R. to Q.'s seventh, and mates, or gains the Rook, in four moves at most.

Black.

8. R. to K. Kt.'s square (check)
9. R. to Q. B.'s square (e)
10. R. to K.'s square, or (F)
11. K. to Kt.'s square (best)
12. R. to Q. B.'s square (best)

(C)

White.

11. R. to Q. R.'s seventh
12. B. to K. B.'s sixth
13. R. to K. R.'s seventh, winning the Rook next move.

Black.

11. R. to Q. Kt.'s square
12. K. to his B.'s square (f)

(D)	
White.	Black.
11. R. to Q. R.'s seventh	11. K. to R.'s square
12. B. to K. B.'s sixth (check)	12. K. to Kt.'s square
13. R. to K. R.'s seventh, mating next move.	
(E)	
White.	Black.
5. B. to K.'s fifth	5. R. to Q. R.'s or Q.'s or K. B.'s square
6. B. to Q.'s sixth	6. R. to Q. B.'s square (best)
7. B. to Q. B.'s fifth, and then proceed as in (No. 1)	
(F)	
White.	Black.
10. B. to K.'s seventh	10. K. to his Kt.'s square
11. K. to his Kt.'s sixth	11. K. to his R.'s square
12. R. to Q. Kt.'s seventh	12. R. to Kt.'s square (check)
13. K. to R.'s sixth	13. R. to Q. B.'s square
14. R. to Q.'s seventh	14. K. to his Kt.'s square
15. K. to Kt.'s sixth, and mates, or gains the Rook, in four moves at most.	

The foregoing variations will suffice, we believe, to prove that Black cannot successfully defend the game *by moving his Rook to any square on the Royal line at the second move*. We have, then, to consider (a much more elaborate task) the consequences arising from his playing it to the open squares of the King's Bishop's file. But, as the variations springing from this method of defence are far too copious for our limited space in the present number, we must reserve them for another occasion.

(To be continued.)

Notes to the Solution of Lolli's Position.

(a) If White were to play his Bishop either to King's Bishop's sixth or King's Rook's sixth, he would lose many moves, because, in either case, Black would move the Rook to King's Knight's second, checking, and be stalemated if White took it.

(b) There are two modes of play now open to Black: in the first place, to defend, by keeping his Rook on the Royal rank; and secondly, to play it to some square on the King's Bishop's file. In the present instance, the former method is adopted, and Black places his Rook on the best square he could choose on the King's rank.

(c) If, instead of moving his King, he were to play the Rook to King's Bishop's square, White would give mate in three moves.

(d) It is evident that Black would be mated were he to take the Bishop; having his Rook on the best square for defence, he properly moves his King.

(e) Black will be mated in two moves, if he play the Rook from the Royal line; and, whatever square he moves it to, *on that line*, White plays his Bishop as above.

(f) If Black were to move his Rook, he would be mated immediately.

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* The opening generally called the "Lopez" Gambit, being a branch of the King's Bishop's Game, is here included under that head.

† At page 278, Vol. I. it should have been stated that White, in this game, gives the Queen's Rook, which should therefore be taken from the board.

